

PRIMA'S COMPLETE HALF-LIFE² GUIDE

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ALL
NEW
CONTENT!

TOTAL STRATEGY FOR EPISODE ONE

QUICK-WALKTHROUGH OF HALF-LIFE²

FULL LOST COAST WALKTHROUGH

MAPS AND TACTICS FOR DEATHMATCH

HALF-LIFE²

— EPISODE ONE —



BASED ON A GAME
RATED BY THE
ESRB



VALVE[®]

HALF-LIFE[®] 2

— E P I S O D E O N E —

PRIMA OFFICIAL GAME GUIDE DAVID SJ HODGSON

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www.primagames.com



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Author Special Thanks: To my beautiful wife Melanie; Mum, Dad, Ian, and Rowena; Bryn, Rachel, and Samuel; the Super Stratton Bros (RIP); Laibach and Ladytron; L Double; and T for Titus, who blew into bits.

Valve Special Thanks: The author and Prima would like to extend their heartfelt and sincere thanks to all at Valve Software for their help, patience, and support in making this guide possible.

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ISBN: 0-7615-5197-2

Library of Congress Catalog Card Number: 2005905340

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HALF-LIFE[®] 2

— EPISODE ONE —



WAKE UP AND WATCH THE ASHES

This guide contains material released after the launch of *Half-Life® 2*. Following is an overview of what each chapter contains.

MASTER-SCIENTIST IN TRAINING: GETTING STARTED

This section contains a complete and unabridged training manual for adventuring in hazardous environments, such as the Citadel and City 17.

WEAPONS DETAIL

Here we provide refined combat data of every type of offensive ordnance available to you, and how to employ them effectively.

HALF-LIFERS: THE CHARACTERS

This section details the characters central to the survival of humanity, and those who seek to thwart it. This section contains brief biographies and updated information.

THE BESTIARY

This section covers the vicious critters, parasitic entities, and Combine forces you'll encounter during your *Episode One* confrontations, along with takedown tactics.

HALF-LIFE 2: CONDENSED WALKTHROUGH

Find tactics for survival in *Half-Life 2* presented in a slightly truncated form.

THE LOST COAST: WALKTHROUGH

Here we provide complete adventuring tactics for surviving a hike along a remote promontory.

EPISODE ONE: WALKTHROUGH

The main bulk of this guide gives an exhaustively detailed account of how to complete the aftermath of the previous adventure.

HALF-LIFE 2: DEATHMATCH

Find thorough tactics for improving your online combat in the *Half-Life 2: Deathmatch* zone.

MASTER SCIENTIST IN TRAINING: GETTING STARTED



HOW TO USE THIS BOOK

The following sections reveal the necessary elements you need to survive, thrive, and resist the Combine's assorted forces as you escape their clutches and flee the City. Before you squeeze into your HEV Suit, thoroughly digest the strategies presented here.

The bulk of this guide is a walkthrough of the *Episode One* adventure, also known as *Aftermath*. There is also a condensed walkthrough of the original *Half-Life 2* adventure, the additional sortie known as *The Lost Coast*, and complete *Half-Life 2: Deathmatch* tactics. Each chapter has labeled maps and various additional information boxes to further aid your progress:

Tips, Notes, and Cautions: These detail a preferred tactic (Tip), an interesting aside (Note), or a dangerous problem (Caution) nearby.

Entity Encounter: A quick rundown of an enemy the first time you encounter it during *Episode One*, along with takedown tactics as applicable.

Additional Investigations: These detail key information and some game script, along with any backstory elements.

G-Man About Town: Your sponsor intends to keep a closer eye on you than you may realize. His spying spots are revealed, assuming he's still watching over you.

Lambda Location: Every time a member of the resistance scrawls a lambda logo on a wall, we show you where the hidden goods are.

Inventory Adaptation: Whenever a new weapon or offensive capability becomes available, these provide a brief description of the item's effectiveness and usage.

GETTING STARTED

GAME INSTALLATION

Insert the *Half-Life 2* CD into your CD-ROM drive. If the CD-ROM drive's Auto-Play feature is enabled, select "Install Half-Life 2" from the menu and follow the instructions. If Auto-Play isn't enabled, double-click on the My Computer icon on your desktop, and then double-click on your CD-ROM drive icon to begin installation. Follow the installation instructions.

If *Half-Life 2* doesn't begin to install immediately, right-click on the CD-ROM drive icon, choose Explore from the pull-down menu, and then double-click on autorun.exe to launch.

If you download this game from Steam®, follow all the prompts and instructions from there.

SYSTEM REQUIREMENTS

MINIMUM SYSTEM REQUIREMENTS

Supported OS: Windows® XP/ME/2000/98

Processor: 1.2 GHz Intel Pentium or AMD processor

RAM: 256 MB

Video Card: 3D accelerator card (Direct 3D)

Sound Card: Windows-compatible sound device

DirectX Version: DirectX 7 graphics card

Hard Drive Space: 3GB available HD space

Mouse and Keyboard

RECOMMENDED SYSTEM REQUIREMENTS

Supported OS: Windows® XP/2000

Processor: 2.4 GHz or faster Intel Pentium or AMD processor

RAM: 512 MB

Video Card: DirectX 9 graphics card

Mouse and Keyboard

THE MAIN MENU

Use the mouse or the arrow keys to navigate the menu selections. During a game, press [Esc] to access this main menu screen.

MAIN MENU CHOICES

New Game: When selected, you can begin a new game from the start or from the beginning of each game Chapter you have previously completed.

Difficulty: There are three levels: Easy, Medium, and Hard. Difficulty levels are detailed following this list.

Load Game: Select and start a previously saved game.

Save Game: Select New Saved Game in the list to create a new file, or select a previously saved game to overwrite a file.

Resume Game: Return to the current game.

Options: Set the audio and video settings, and customize the keyboard and mouse controls.

Quit: Exit *Half-Life 2*. Remember to save first!

DIFFICULTY DEFINED

Quick descriptions of the settings are listed here, followed by detailed comparisons of how these differences affect gameplay.

Easy: Enemies are weak and easy to defeat.

Normal: Enemies are stronger and have basic combat skills, making them more difficult to defeat.

Hard: Enemies have advanced combat skills, making them deadly opponents.

Easy Comparison to Normal:

- More ammunition is available, your weapons are more powerful, and enemies are weaker.
- You receive 20 percent more ammunition when picking up ammo items.
- You take one-half of the damage values listed in the Bestiary section of this guide, except when damaged by fire, falling, drowning, physics, poison, or Snipers.
- You inflict 150 percent of the damage values listed in the Weapons Detail section of this guide.
- You receive automatic aiming assistance (auto-aim).

Hard Comparison to Normal:

- Less ammunition available, your weapons are slightly less powerful, and enemies are much more dangerous.
- You receive 40 percent less ammunition when picking up ammo items.

- You take 150 percent of the damage listed in the Bestiary section of this guide, except when damaged by fire, falling, drowning, physics, poison, and Snipers.
- You inflict 75 percent of the damage values listed in the Weapons Detail section of this guide.
- You receive *no* aiming assistance (auto-aim) from the computer.

CONTROLS

These are the default controls; choose Options at the main menu and access the keyboard and mouse configuration settings.

MOVEMENT COMMANDS

FUNCTION	DEFAULT KEY	NOTES
Move forward	W	Use with Alt for slower movement. Useful for quieter walking.
Move backward	S	–
Move left (strafe)	A	Use erratically to avoid gunfire.
Move right (strafe)	D	Use erratically to avoid gunfire.
Jump	Spacebar	Combine with Sprint for longer jump. When underwater, makes you rise.
Duck	Ctrl	Reduces your target profile. Rolls Grenade (if equipped and used).
Sprint	Shift	Cover ground quickly. HEV Sprint meter appears.
Walk	Alt + W , S , A , or D	–
Crawl	Ctrl + W , S , A , or D	Much less noise made. Good for moving past a noise-sensitive enemy.

MOUSE MOVEMENT COMMANDS

FUNCTION	NOTES
Turn left	Continuous use allows you to spin in a circle. The main method of looking around and targeting an enemy.
Turn right	Same as previous, but in opposite direction.
Look up (Swim up)	When swimming, use in conjunction with W .
Look down (Swim down)	When swimming, use in conjunction with W .

MODIFYING STRAFING AND LOOKING

The in-game options allow you to increase or decrease the sensitivity of your strafing and looking; the higher the value, the quicker you will sidestep or swing your head around.

- If you're constantly being hit before you can turn and react to an enemy, try increasing your strafing and looking.

- If you're constantly overshooting enemies when targeting them, try decreasing your strafing and looking.

Once familiar with these maneuvers, experiment with the many subtle moves you can achieve with different key and mouse interactions. For example, sidestep right **D** and turn left to move away from a target in a circle.

VEHICLE MOVEMENT COMMANDS

FUNCTION	DEFAULT KEY	NOTES
Turbo (car)	Shift	Useful for clearing ramps and gaps.
Handbrake (car)	Spacebar	Excellent for sudden stops and quick turns.
Drive forward	W	Accelerates, too.
Reverse	S	–
Turn left	A	Turning controls are reversed in airboat. Combine with handbrake for sharper turn.
Turn right	D	Turning controls are reversed in airboat. Combine with handbrake for sharper turn.

Vehicular movement is only applicable in *Half-Life 2*; your new adventure involves on-foot maneuvering exclusively.

In addition to the controls described in the table, use the look and mouse button commands to gaze around your vehicle and fire its weapon, if applicable.

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WEAPON AND SUIT COMMANDS

FUNCTION	DEFAULT KEY	NOTES
Primary attack	Left-Click	Your weapon's main attack.
Secondary attack	Right-Click	Your weapon's secondary attack (not available on all weapons).
Reload weapon	[R]	Use at opportune moments, such as after a battle.
Use	[E]	Incredibly useful: chats, opens doors, flicks switches, and more.
Squad orders	[C]	Use while pointing in direction with target reticle, and your team moves to that point. Only works with "team following" icon in bottom-right of HUD.
Weapon Category 1	[1]	—
Weapon Category 2	[2]	—
Weapon Category 3	[3]	—
Weapon Category 4	[4]	—
Weapon Category 5	[5]	—
Previous Weapon	Mouse-Up	The easiest way to cycle through weapons.
Next Weapon	Mouse-Down	The easiest way to cycle through weapons.
Last weapon used	[R] or [Q]	Excellent if you're almost out of ammo and want to switch quickly to another preferred weapon.
Gravity Gun	[G]	Useful; quickly switch between your last weapon and the Zero Point Energy Field Gravity Gun.
Bug bait	n/a	Simply use the Mouse Wheel
Flashlight	[F]	Energy meter appears. Use sparingly in dark areas.
HEV Zoom	[Z]	Excellent zoom capabilities. Use to view unexplored areas ahead.

OTHER COMMANDS

FUNCTION	DEFAULT KEY MAPPING	NOTES
Take screenshot	[Print Screen]	Screens are saved within HL2 directory.
Quick save	[F5]	Extremely useful; utilize as often as appropriate.
Quick load	[F5]	Allows quick return to action after demise.
Pause game	[Pause]	Can be used to plan an attack by inspecting area ahead.
Quit Game	n/a	—

SUITING UP: THE HEV AND HUD

THE MARK V HAZARDOUS ENVIRONMENTAL SUIT

This isn't available until it is given to you. It provides limited protection from the elements (including enemy fire). It also displays vital information on the heads-up display (HUD). The suit needs to be recharged periodically; the greater the charge, the more protective power the suit provides. It has the following additional functions.

FLASHLIGHT

The HEV Suit includes a built-in Flashlight. Press the Flashlight key [F] to turn it on or off. The Flashlight draws energy from the suit battery, so be sure to turn it off when you exit a dark area. The Flashlight recharges automatically. When in use, the energy level is shown in the bottom-left part of the screen.



HEADS-UP DISPLAY



1. Your health (on a scale of 0–100)
2. HEV Suit's protective charge (on a scale of 0–200; normally only available up to 100)
3. Ammo remaining in the current clip
4. Total available ammo
5. Secondary ammo if available
6. Sprint, Flashlight, or Oxygen levels appear here
7. Target reticle
8. Available teammates

The HEV Suit's HUD shows health, available energy, and remaining ammunition. It allows you to select a weapon or item quickly from your inventory. It also alerts you when you are sustaining injury from enemy fire (a red arc in the direction of the attack, allowing you to quickly turn and deal with the situation at hand) and when an environmental hazard such as radioactivity or drowning is threatening your survival.

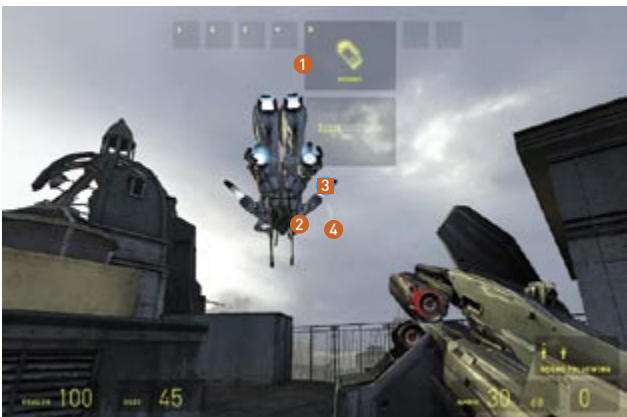
WEAPON SELECTION

The Weapons Detail section of this guide has exhaustive information on each piece of killing ordnance available. The following information is initial advice on weapon management.

CATEGORIES

Along your journey, you can find and use a variety of weapons ranging from common handguns to multipurpose experimental prototypes. Most weapons offer a primary and secondary fire mode, so become familiar with newly equipped weapons before heading into a firefight. Weapons are stored in one of six slots, easily accessed by pressing the number keys or using the Previous/Next Weapon command.

WEAPON USAGE



1. Weapon categories
2. Remaining health indicator
3. Reticle
4. Remaining in-clip ammunition

Crosshairs: The on-screen crosshairs, also known as the reticle, aim your shots. In addition, the Quick Info reticle provides important status information. The left side of the crosshair circle displays remaining health. The right side displays remaining ammo in the clip.

Primary Fire: The left mouse button (or **[Enter]**) fires your weapon. Quickly tap, and then press the fire button down to check whether your weapon can be fired rapidly or not.

Secondary Fire: Some weapons have secondary fire (also known as Alt-Fire) capabilities, such as a Zoom or a grenade launcher. Note that some secondary fire ammunition may not be available immediately.

Reload: Don't forget to Reload (**[R]**) when you have a break in combat. You do not waste any ammo remaining in your clip when reloading.

SURVIVING AND THRIVING

You must learn some movement tactics that can save your hide time and time again in combat situations.

MOVEMENT FUNDAMENTALS

The basic movement techniques are the foundation of more advanced moves described later.

CONTINUOUS MOVEMENT

As you begin your adventure, attempt to move continuously; a moving target is more difficult to hit. Perfecting the sidestep, or strafe, is the key to maneuvering while keeping your target within your crosshairs.



CROUCHING

Ducking decreases your target profile and allows you to remain in a smaller amount of cover for a longer period of time. Crouching is also necessary when maneuvering through small ducts or other tiny areas.



Combine this with a jump to leap through small windows, or other tight spaces above you.

SPRINTING AND JUMPING



Your suit's new Sprint function is exceptional for moving quickly through an area, but don't dash through a zone you haven't explored fully. You can only sprint for a short amount of time (indicated on screen), so use this power wisely, such as for negotiating a pipe belching hazardous smoke. Try sprinting and jumping to reach a far balcony or ledge, such as leaping an area of sand or gap between balconies. Otherwise, jumping is simply a method of maneuvering across openings. It can also be used to dodge incoming fire.

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GRABBING

Most useful when climbing up and down ladders, pressing **[E]** grabs and releases your grip from the ladder, enabling you to quickly move away from a ladder you can sometimes become "stuck" on.

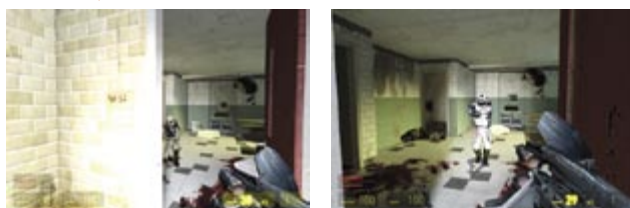


SWIMMING

Although not used to the same extent as in the original *Half-Life*, your suit's oxygen tank is set up to give you a small air supply—just enough to venture underwater. Remember you can use **[Spacebar]** to rise to the surface, and your look direction influences whether you swim up or down. When in a panic, point up and move!



STRAFE, DON'T TURN



A distinct technique from turning (which is moving forward and looking), strafing involves moving sideways while keeping your body facing the same direction you are looking. Initially, it is useful for dodging incoming bullets without losing sight of your foe. Strafe left to avoid a bullet, and right to return to your previous position. Practice this. It is especially useful at range, where you can nimbly side left and right, avoiding gunfire while continuously targeting an enemy and firing.

STRAFE AROUND CORNERS



The next technique to learn is to strafe around corners. Usually, you would walk slightly past a corner, then turn (by looking). Not so if you want to remain healthy. Instead, just before reaching a corner, turn and face the new passage before proceeding. Then sidestep out and press forward. This allows you to react instantly to any enemies ahead. This example shows avoiding a nasty Barnacle attack with this method.

RUNNING BACKWARD

When facing aggressive and highly intelligent enemies in a limited space, maneuvering backward can be more productive than turning and fleeing. You are able to lay down fire, won't be shot in the back, and can then take cover. Practice maneuvering through the train station or plaza in City 17 at the start of your adventure. Then retrace your steps, this time traveling backward. Once you can maneuver without floundering, you can apply this in the combat zone.

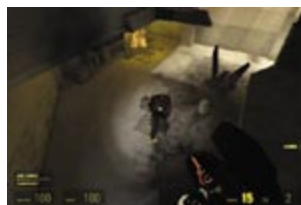
KEY TACTICS

SLIDE AND ATTACK



Putting strafing together with gunfire results in the slide-and-attack technique. You remain the same distance away from your enemy, but shift left and right while keeping your foe targeted, plugging away until your adversary falls. This is a reasonable plan for dealing with semi-intelligent enemies in an enclosed space.

HIDE AND PEEK



Wherever possible, a better way to fight involves diving behind crates or staying at a corner, peeking out to fire, and then returning to cover. You can be fired upon for only a limited amount of time. You do need to re-target your enemy each time you pop out, however, so watch your step when using this technique against fast-moving entities. When entering a room, use this technique if you're in a safe position to quickly determine the threats in the chamber, and then enter.

CIRCLE-STRAFING

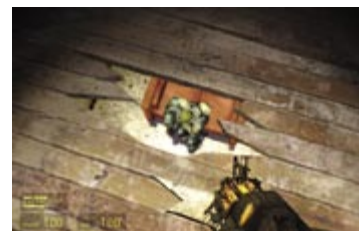


The final, and most advanced, technique in combat is the circle-strafe. This must be undertaken in an area large enough to accommodate you as you run around an enemy, circling the foe while keeping your gun targeted directly on him. This way, you can constantly plug bullets into him while remaining difficult to hit. Vary your direction, and maneuver in and out to become even more hard to kill.

GENERAL TECHNIQUES

EXPLORE THOROUGHLY, CLEAR YOUR AREA

During your adventure, inspect every nook and cranny, and remember every junction where you missed a branching pathway, or ladder you didn't have time to climb. Thorough exploration usually solves a seemingly infuriating dead end, such as a gate that you can't open (chances are that a switch or other device lies nearby). Make sure you break open every Supply Crate, check every corner, and stop for a moment to inspect the



walls, ceilings, and floors so you don't miss a hidden duct or passage. Don't flee a combat area to another area; try securing each area you're in before continuing, unless the walkthrough instructs you otherwise.

SAVE OFTEN

Saving your game seems like a simple idea, but in the heat of battle you can forget, and then have to replay major portions of a level. Whenever you reach a junction, after every battle or escape, and each time you peek around a corner, view a nasty enemy, and dart back behind cover, you should save.

EXPERIMENT

With weapons as varied as the Zero Point Energy Field Gravity Gun, you'll find that dozens of possible methods exist for completing each area. Using a different weapon to clear the same area produces an entirely different gameplay experience each time you play. Remember that risky tactics are sometimes the most adrenaline-pumping, so next time you spot a squad of Soldiers and think you can bludgeon them to death with a Crowbar instead of using cover and a submachine gun, save your game and give it a try!

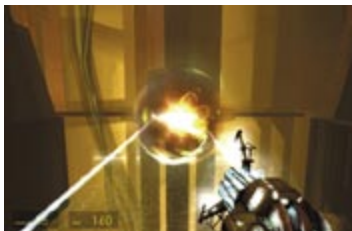
CRATE BLOCKING

In certain situations, you can actually use scenery items to your advantage, such as for destroying enemies, or at the very least blocking their path. Adventuring in *Half-Life 2* isn't a simple matter of completing areas by laying waste to them; preventing enemies from chasing you by blocking their path is another tactic to try.



CARRYING ITEMS

Pressing [E] enables you to carry an item, although certain heavier items require a little more exertion, and some can't be lifted at all. Play with items to learn their behavior when thrown, shoved, or otherwise manipulated to see which can become valuable weapons, movable cover, or crushing devices to use against the enemy.



FULL-LIFE: STRATEGIES FOR SURVIVAL

Before you begin your mission, make sure you remember at least a couple of the following tips to increase your chances of survival. You should also read up on the characters, enemies, and weapons you'll need to complete this monumental task.



[G] FOR GRAVITY

Be sure you use the [G] key to regularly switch between your last weapon and the Gravity Gun. This way you can quickly flick between firepower and scenery item movement. For example, you can shove a wardrobe down

some stairs into an enemy, then hit [G] to switch immediately to the Pistol and finish off the wounded victim. Because the Gravity Gun is used more than any other weapon, flicking between it and your other

most effective gun for the situation is quicker than manually cycling through all your firepower.

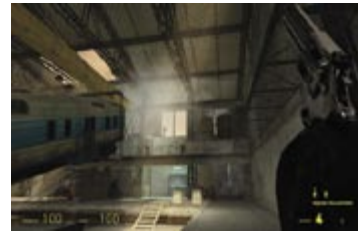
HEADS UP

Headshots: the only way to defeat your foes. Whenever possible, aim at your enemy's head, if it has one. The damage you inflict is tripled. Furthermore, when dealing with Zombies, you can kill both the Zombie *and* the Headcrab controlling it, whereas if you strike the Zombie's body, the Headcrab usually survives.



ZOOM, RELEASE, FIRE

With nimble key strokes, you can turn any weapon into a sniper rifle. Press [Z] to use your suit's Zoom function to inspect an enemy in the distance, get a good view, then fire as you zoom out. You can wing a target from extreme range by using this method.



ANIMOSITY

Zombies and Combine Soldiers just don't get along. Sentry guns programmed to attack will take out Zombies for you. Fast Zombies and Antlions facing off is a sight to behold. An Antlion Guard devastating a Combine Soldier squad is a thrilling and one-sided carnage-fest. If there are two types of enemy in a single area, it is sometimes best to let their animosity play out. It saves ammunition too.



HEARING

Listening is just as important as an itchy trigger-finger and a circle-strafe. You can actually hear enemies ahead, behind, or around you if you listen. Sometimes an enemy out of view is still able to be heard, allowing you to react before you see it.



YOUR ENVIRONMENT

LEDGES AND EDGES

Be sure your dexterity is attuned and your game is saved; numerous narrow ledges, cliffsides, and precipices endanger you with a potential death plummet. Keep a steady pace and don't rush these sections.



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TELEPORTING

Teleporters are used on more than one occasion to transport you a distance too great to travel on foot. Simply sit back and wait for the teleport operators to do their job. It's probably safe.

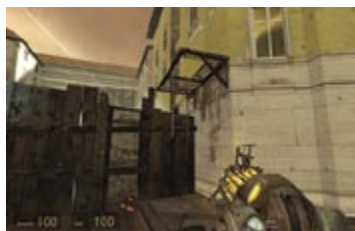


NOTE

Teleporters are not used in *Episode One*.

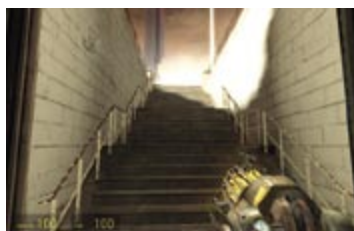
OBSTACLES

Whether a group of crates, a duct grating, or a barricade of planks, many obstacles can be removed or maneuvered around by smashing with either the Crowbar or the force of the Gravity Gun.



LADDERS

Climbing ladders can be treacherous until you employ the technique of pressing [E] to grab and release your grip on a ladder. This lets you negotiate ladders without fear near precipices.



STAIRS

Heading up and down stairs is a simple concept, but always check whether you can see through the stairs and blast incoming enemies from above or below. Also watch for ambushes on stairways.

EXPLOSIVE BARRELS

These barrel are an important offensive tool and the demise of an unwary player. Two bullets will cause a barrel to catch fire after a three-second delay, and three bullets detonate them. Blow them apart to defeat enemies, but watch out for chain reactions.



MOVING VEHICLES

Whether it's the colossal Razor Tren hurtling by you, or a Combine Armored Personnel Carrier (APC) driving in the streets below, large vehicles cannot be entered or driven, and serve only as deadly obstacles. Don't step out in front of them!

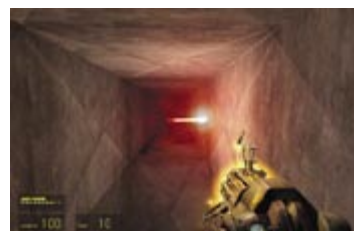


DOORS AND GATES

Doors appear in a variety of shapes and types. Although they are easy to operate by pressing [E], be aware that a squeaky door opening can alarm enemies. Remember that you can fire through mesh gates.

DUCTS

Air-conditioning ducts are always big enough to crawl through. Arm the Crowbar or a close-assault weapon, and switch on the Flashlight when exploring.



ENERGY WALLS (A.K.A. FORCE FIELDS)

The Combine has erected large blue walls of energy in various areas around the city to stop citizens (and you) from venturing outside of its control. Some walls can be powered down, but most are dead ends. Watch out for enemy forces though; they can move through energy walls at will.



WATER

Once you determine that the liquid you're about to wade into isn't radioactive or swarming with Carnivorous Leeches, you can dive in. Note that your Crossbow and Crowbar work underwater, and you have limited oxygen. Find the surface as fast as you can.



COVER

When engaged in a vicious firefight, make sure you locate cover. Crouching behind it is an excellent plan. Notice what happens to cover when enemy fire hits it; some is destroyed, cars can move, and other cover remains sturdy.



LAMBDA LOGOS

The resistance forces use a Lambda logo that they spray-paint or stamp across the walls throughout your adventure, and this is always a sign of a hidden weapon or ammo cache nearby.



VALVES, LEVERS, AND SWITCHES

You'll find devices that must be pressed, turned, or generally fiddled with, and the general rule is to use these devices. Some can't be reset, or require you to hold **[E]** instead of tapping it.



RADIOACTIVE AREAS

Radioactive waste is extremely dangerous, and a built-in Geiger counter on your HEV Suit warns you of its location (although it is easy to spot). You'll lose significant health if you wade in. The Citadel's core is also radioactive, but doesn't inflict damage on you.



PARASITE ROCKETS

Seen either arcing through the sky leaving a bluish trail, or already embedded in the ground, parasite rockets are named after the Headcrab cargo they unload on impact. If you spot a rocket, prepare for Headcrab combat.

ELECTRICITY

Various disturbances sometimes shake electrical cables free of their moorings, and the shock you can receive is damaging. Stay away from writhing cables, electrified containers, or electrified water.



RAMPS

Scattered throughout the canals and coastal areas are a variety of ramps, which you should approach at maximum velocity; you must jump some ramps just to continue progress. Hit them head-on and fast.



NOTE

Ramps are not used in *Episode One*.

PUZZLES

Don't expect to waltz through this adventure with guns blazing; you must solve a number of brain-teasing puzzles. Fortunately, the walkthrough reveals all of the puzzles and their solutions.



ELEVATORS

Some elevators don't work, and most others are controlled by another character. Look up or down as the elevator moves, and look for the direction of the exit door and turn that way.

FIRE

Moving into fire is never recommended, but it is a useful tool for destroying enemies, mainly the undead Zombie types. Escaping gas, explosive barrels, canisters, gas pumps, and gas cans are all flammable. Stand far back.



SAND

The coastal plains stretching away from City 17 are home to a vicious creature known as the Antlion, and as soon as you stand on sand (whether covered in grass or not), these entities spawn. Stay off the sand!



OCEAN

The ocean is a deadly place that you should not venture into under any circumstances; it teems with schools of Carnivorous Leeches that quickly kill you.

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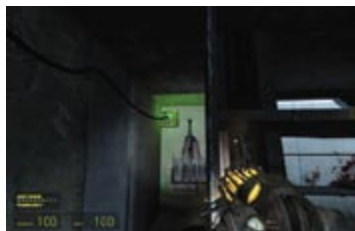
VEHICLES (NON-DRIVABLE)

During your *Episode One* excursion, Alyx's mechanized pet has a somewhat alarming plan to cover great distances, and the wrecked shell of a vehicle is part of it. When asked, use [E] to enter the vehicle, and hope for the best!



CUBBY HOLE COVER

Taking cover behind objects is an excellent option discussed earlier, but you can also use confined spaces to hide without fear of attack from similarly sized enemies, such as this cubby hole too small for a Fast Zombie to enter. Defeat enemies at your leisure.



PLUGS

Powerful devices not yet spliced into the Combine Citadel run off generators, and these are connected by large plugs. It only takes a swift tug (from your hands or Gravity Gun) to unhook such a device.

LASER TRIP-MINES (A.K.A. SLAMS)

Watch your step when you spot a faint red or blue laser beam; these are attached to mines on the wall, gun emplacements, or ground turrets. The walkthrough details how to avoid these.



MONITORS

Monitors scattered about the environment range from towering screens attached to large buildings across City 17 to smaller monitors in command rooms inside Nova Prospekt. These have multiple channels; press [E] to flick through them.



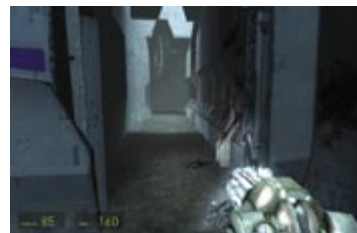
COMPUTER TERMINALS

The Combine's giant computer terminals provide command-and-control capabilities and have been installed throughout City 17 and Nova Prospekt. You have no security clearance; only other characters can access these devices.



COMBINE LOCKS

Many doors are sealed by a complex black Combine lock that requires specialist EMP devices to unlock. Unfortunately, you do not possess one. Alyx Vance has been known to carry such a lock pick, however.



NON-PLAYER CHARACTERS

These are friendly entities you meet along your way. Talk to them by meeting them and pressing [E]. Continue to press [E] for further conversation, or sometimes combat supplies.



CORE STABILITY DEVICE

Circling the Citadel core are three stability devices that shoot strings of dark matter into the core reactor, preventing it from destabilization, or worse. They must be activated.

COMBINE CORE

Rapidly pulsating in a critical meltdown, the center of the Combine's Citadel comprises a gigantic core, which is radioactive and deadly to the touch. Find a way to stabilize this, and fast!



HALF-LIFE 2 DESTINATIONS



LOST COAST

You remember the blasted promontories and gigantic rocky outcrop near a quaint fishing village, and the hamlet's ornate and beautifully constructed chapel. However, you can't remember how you got here, and when this exploration took place. In fact, most of your adventuring here takes place in a dreamlike state, interspersed with manic pockets of combat against the hated Combine.



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THE CITADEL

A towering spire so immense that its upper tip cannot be seen, this focus of the Combine's power has received massive damage during an epic previous struggle, and is currently destabilizing. The automatic churning of entities from the spire still continues, but synthetic enemy forces are malfunctioning, as the structure crumbles into the abyss from which it rose. The gargantuan Dark metal wall has stopped advancing, and the zenith of the building is shrouded in fierce electrical storms. Something is wrong here.



CITY 17

The once-bustling metropolis with a rich history and numerous landmarks that was overrun by the Combine menace is now a smoking husk of rubble and long burnt-out buildings. However, with the Resistance gaining the upper hand and the Combine attempting to retreat, the Combine propaganda that once spewed from giant "BreenScreens" has been replaced with more comforting (but no less rambling) instructions, courtesy of Doctor Isaac Kleiner. As the Citadel grows more unstable in the center of this doomed metropolis, the freedom fighters and last remnants of humanity in the area plan an escape.



WEAPONS DETAIL



Fighting the Combine requires a variety of specialized equipment. Throughout the adventure, you regularly locate different types of killing weaponry and use them in a variety of offensive operations. This section covers all the weapons you can carry on your person (on-board ordnance), plus essential items to collect (in-game inventory).

NOTE

The Weapons information in this section refers to tactics present during *Episode One*, and although you can also apply these to *Half-Life® 2*, refer to the Weapons Detail in that guide for all details.

ON-BOARD ORDNANCE

Here we reveal and explain each weapon you can carry on your person and access through your HEV Suit's HUD at the top of the screen. They are listed here in the order they appear as you cycle through your inventory, not the order they are given to you.

TIP

To determine which weapon to use in terms of damage in a particular combat situation, compare the "damage inflicted" number listed in this section to the enemy's health detailed in the next section of this guide; this tells you how many shots it takes to defeat a particular foe.

NOTE

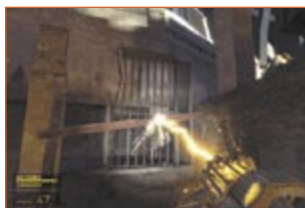
The "chapter located" information refers to *Episode One's* chapter number, not this guide's chapter numbers.

SCENIC DEBRIS

Damage inflicted: Varies (light)

Description: Various scattered objects, from paint cans to computer terminals affixed to walls, found throughout your adventure.

Techniques: Look for an object, press [E] to pick it up, and throw it. The height at which you're



looking influences how far the object will travel. Heavier objects cannot be thrown as far as lighter objects. Although you can practice throwing items of different sizes and weights using your hands (until you are comfortable with how a wide variety of objects behave), this form of attack is not recommended, as it is ineffectual. Use the Gravity Gun to grab objects instead.

Targets: Any human-sized enemy or smaller (used in conjunction with the Gravity Gun).

CROWBAR

Chapter located: 4, "Urban Flight"

Damage inflicted: 10

Secondary fire: No

Description: A straight bar of steel, with the working end shaped like a chisel, bent and forked, usually used as a lever.

Techniques: This is one of the last weapons you get, and is not too different from a tool picked up during the original Black Mesa Incident or your first adventure through City 17. You can swing it quickly with a swift arcing and stabbing motion at any nearby enemies (especially good for battering Headcrabs if you time the swing to coincide with the beast's jump), and is also useful for breaking apart wooden barricades, and other scenery you don't wish to waste ammunition on. Also use it to bludgeon lone Zombies or Police, and in tight spots (such as ventilation ducts).

Targets: Headcrabs, Metro Police, or Soldiers. (Only attack Combine forces if you have no other choice.)





9MM PISTOL

Chapter located: 3, "Lowlife"

Damage inflicted: 5

Ammunition

(chamber/carried): 18/150

Ammo pick-up amount: 20

(small)/100 (large)

Secondary fire: No



Description: A silver-and-black 9mm Combine-approved handgun with 18 bullets in the clip.

Techniques: This accurate tool, the first firearm you receive that enables you to bring down enemies at range, is more helpful than you may initially realize. Despite the low damage it inflicts, it fires as fast as you can manually pull the trigger—a vital point to learn, allowing upward of three shots per second if your reactions are fast enough. The faster you fire, the less accurate your shots become, so consider target distance versus situational urgency when deciding how quickly to fire.

Targets: Combine Soldiers, Scanners (especially at distance), Barnacles, Headcrabs, Metro Police, and fights with one or two enemies at a time.



.357 MAGNUM

Chapter located: 5, "Exit 17"

Damage inflicted: 40

Ammunition

(chamber/carried): 6/12

Ammo pick-up amount: 6

Secondary fire: No



Description: A heavy, six-shot silver revolver with incredibly powerful bullets loaded manually into the chamber.

Techniques: Six shots, a lengthy reload time, and no secondary fire may dissuade you from using this. Ignore these shortcomings; the weapon takes down any pedestrian enemy with a single shot, even at range. Ensure an instant kill by aiming at the head. For single assassinations at close or long ranges, there's nothing quite as satisfying as a takedown with a Magnum. If you have incredible dexterity, use the Magnum to shoot incoming Grenades back at the attacker. This is the preferred weapon for this tactic because the strength of the shot ricochets the Grenade away with extreme force. Employ hit-and-run tactics with this weapon, popping out from cover to kill an enemy, then darting back to relative safety. You can also use your Suit's Zoom capabilities ([Z]) to seek out a target, such as a sniper, at a distance, then release the Zoom and fire your Magnum, effectively making it a ranged weapon and a faster-firing alternative to the Crossbow.

Targets: Metro Police and Soldiers.



SUBMACHINE GUN (SMG)



PRIMARY FIRE CAPABILITIES



SECONDARY FIRE CAPABILITIES

Chapter located: Chapter 4, "Urban Flight"

Damage inflicted: 4 per bullet (fires about 13 per sec.)

Ammunition (chamber/carried): 45/225

Ammo pick-up amount: 45 (small) 225 (large)

Secondary fire: Grenade

Damage inflicted: 100

Ammunition (chamber/carried): 1/3

Ammo pick-up amount: 1

Description: A compact but powerful Combine-approved submachine gun with integrated secondary grenade-launcher capabilities.

Techniques (Primary): A rapid-fire, all-purpose combat weapon, this is your default ordnance for tackling enemies in the widest variety of combat situations until the Pulse Rifle is obtained. The SMG has a very high rate of fire, but only mid-level damage when it hits, so it is best suited to close-to-mid-range combat. Watch your ammo level; there's a tendency to lay down too many consecutive shots. Use quick and accurate bursts of fire. A good rule of thumb is: the faster the enemy, the shorter and sharper the bursts of SMG fire should be. For Zombies, unload constantly until it falls. For a Headcrab, tap tiny bursts to maximize your ammo supply. This is a fine weapon for circle-strafing.

Targets (Primary): Any enemy confrontation with troops (humanoid size or smaller), Antlions, and three foes or fewer in a group.

Techniques (Secondary): The Alt-Fire for this weapon lobbs an explosive Grenade in an arc in the direction you point your weapon. The Grenade instantly explodes on impact. This is a very useful "panic button" for situations that quickly turn ugly (such as when backing up from an ambush), to dispatch two or more enemies very close together, or to remove enemies when it's almost time to reload the SMG's primary fire.

Targets (Secondary): Clumps of enemies just appearing out of doorways or confined in a small chamber. Also able to flush snipers from windows with careful aiming.

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12-GAUGE SHOTGUN



PRIMARY FIRE CAPABILITIES



SECONDARY FIRE CAPABILITIES

Chapter located: 3, "LowLife"

Damage inflicted: 56* (8 per pellet x 7 pellets per blast)

Ammunition (chamber/carried): 30/6

Ammo pick-up amount: 20

Secondary fire: Yes

Damage inflicted: 84* (12 per pellet x 7 pellets per blast)

(* Varies depending on range)

Description: 12-gauge manual-pump shotgun firing buckshot load.

Techniques: An exceptional close-quarter weapon, the 12-gauge shotgun has stopping power that almost can't be beaten (except by the Magnum, which requires more accuracy). However, damage at range tails off considerably; this may be an essential weapon for blasting the Headcrabs off Zombies, but it's unimpressive at mid to long range. It has two additional firing abilities that you should test: The first is the secondary fire, which is a slower-firing burst that uses double the ammunition, but inflicts more damage. Use this on a powerful enemy that's in your face, such as the Zombie. The other firing mode is the out-of-ammo firing; you can manually load and fire a single shot. This takes around half a second per action, and is much slower than backing out of a fight and completing the chamber reload. Use this technique only when facing an immediate threat and cannot switch to the Magnum. You can also employ hit-and-run tactics with the Shotgun; stepping out of cover, blasting, and returning to hide. Or, let the enemy spot you, hide around a corner, wait for them to appear, and blast them. Reload when no enemies are around; it's better to switch to another weapon than wait for a Shotgun reload in the heat of battle.

Targets: Zombie, Headcrabs on Zombies, Headcrabs, any entity at close range (less than 20 feet).



OVERWATCH STANDARD ISSUE PULSE RIFLE (OSIPR)



PRIMARY FIRE CAPABILITIES



SECONDARY FIRE CAPABILITIES

Chapter located: 4, "Urban Flight"

Damage inflicted: 8 per bullet (fires about 10 per sec.)

Ammunition (chamber/carried): 30/60

Ammo pick-up amount: 20

Secondary fire: Energy orb

Damage inflicted: 100*

Ammunition: (chamber/carried): 1/3

Ammo pick-up amount: 1

(* Instant death to each enemy hit by it, up to three hits)

Description: Combine-assembled dual-purpose Overwatch Pulse Rifle with optional energy orb thrust launcher.

Techniques (Primary): An exceptional rapid-fire variant to your SMG, the Overwatch Pulse Rifle (also known as the AR2) is an impressive piece of Combine manufacturing issued to some Soldier classes. Featuring extremely hard-hitting pulses and quick reload, this is a viciously powerful weapon. Use even shorter and more accurate bursts than with the SMG, as constant firing leads to massive ammunition consumption. Highly accurate with almost double the damage of the SMG, this is the choice weapon for intense combat situations at medium to long distance and/or against a large number of opponents. Use this instead of the SMG in long-range encounters specifically.

Targets (Primary): Any enemy of Antlion size or smaller, groups of enemies.

Techniques (Secondary): The secondary fire is a large energy ball with a three- to six-second lifespan. It should be accurately shot at a single incoming enemy in a group. It travels for two seconds and ricochets, killing enemies for the remaining time. It is usually possible to destroy three enemies with one orb. After three enemies or seconds, the ball dissipates. To best use the limited orb life, you should be relatively close to the enemy before launching it.

Targets (Secondary): Groups of enemies (never use on single humanoid-sized foes) in an enclosed space. Single large-scale entities (such as Antlion Guards).



ZERO POINT ENERGY FIELD MANIPULATOR (GRAVITY GUN): INORGANIC



PRIMARY FIRE CAPABILITIES



SECONDARY FIRE CAPABILITIES

Chapter located: 1, "Undue Alarm"

Damage inflicted: Varies

Ammunition (chamber/carried): N/A / N/A

Ammo pick-up amount: N/A

Secondary fire: Yes

Description: Zero Point Energy Field Manipulation device emitting an orange beam with inorganic-management capabilities.

Techniques: Also known as the Physics Cannon and the Gravity Gun, the Zero Point Energy Field Manipulator is the most versatile, helpful, and sometimes devastating weapon you're ever likely to find. How you use this weapon is completely dependent upon your immediate environment, allowing you to be very creative with scenic items, so the walkthrough describes specific scenarios and tactics. The controls are described here, along with some general guidelines for how to apply the Gravity Gun's abilities.

Right-click sucks objects up to the size of a car from their location and into the Gravity Gun's field directly in front of you, where you can hold them. Right-click again to drop them. Right-click object "pulling" is a long-range technique.

Left-click blasts objects up to the size of a car away from you. The blast beam is powerful, but you can substantially increase this power by first sucking (right-click) an object toward you, then blasting it toward your target. Left-click "pushing" is a close-range technique.

Press **[G]** to swap immediately between the Gravity Gun and the previous weapon used. This is useful for clearing a path while under fire and need to quickly flick between the Gravity Gun and a regular gun.

Now that you know *how*, you need to know *what* to suck and blast:

- Any object can be pulled or pushed, except for objects bolted to the ground, heavier than a car, or organic materials (such as Combine Soldiers or Alyx).
- An object's weight and size determines the force and distance it travels when blasted. Small items (cans, small crates, saw blades) travel fast and long. Medium items (computer screens, washing machines) travel fast and short. Large items (cars) can only be pushed.

- Use computer terminals and similar objects (that don't block your vision) as projectiles against enemies. You can use the same item repeatedly and carry it along. This saves ammo. Saw blades are good, too.
- Stack items to gain access to upper areas.
- Clear areas of debris quickly and effectively.
- Grab items and supplies that you can't otherwise reach.
- Destroy barricades with a left-click blast.
- Manipulate larger items (like cabinets) as shields or to block enemy movement.
- Explosive barrels can be manipulated *carefully*.
- Extra ammo or health can be carried or blasted into areas you know you'll reach later.
- Destroy Manhacks and Rollermines by sucking them in and then blasting them into a wall or the ocean. You can hold the Manhack to use as a chainsaw.
- Grab and blast back incoming grenades and energy orbs (you can't actually grab the orbs, but can manipulate them for multiple kills).
- Catch or deflect large objects falling toward you.



ZERO POINT ENERGY FIELD GRAVITY GUN (ORGANIC)



PRIMARY FIRE CAPABILITIES



SECONDARY FIRE CAPABILITIES

Chapter located: 1, "Undue Alarm"

Damage inflicted: Varies

Ammunition (chamber/carried): N/A / N/A

Ammo pick-up amount: N/A

Secondary fire: Yes

Description: Zero Point Energy Field Manipulation device emitting a blue beam with additional organic-management capabilities.

Techniques: Should the Gravity Gun's flux capacitors become modified by Combine technology, both inorganic and organic materials can now be manipulated. In addition to every ability detailed previously, any enemy, whether human or machine, can be sucked, blasted forward, or abused as if it were a barrel or piece of debris. The offensive capabilities of this method of attack are unsurpassed: "bowling" enemies into each other, carrying a suspended enemy as a shield, and hurling scenic objects at your foes.

The Gravity Gun's power to move heavier inorganic objects has also increased, and these make powerful projectiles. For example, you can "yo-yo" energy conduit orbs between enemies, alternately blasting and sucking these projectiles, bank them off walls, and crush them with any large-scale available objects, or even use the flailing bodies of Combine foes as humanoid shields while you advance.

Targets: All Combine forces within the Citadel.

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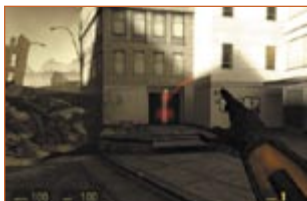
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PRIMARY FIRE CAPABILITIES



SECONDARY FIRE CAPABILITIES

Chapter located: 4, "Urban Flight"
Damage inflicted: 125
Ammunition (chamber/carried): 1/5
Ammo pick-up amount: 1
Secondary fire: Yes

Description: A single-use cylindrical military-issue fragmentation grenade with four-second fuse.

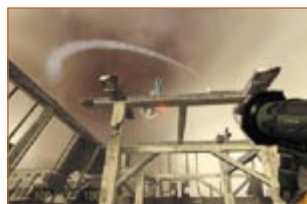
Techniques: Prime a Grenade with left-click or right-click, and then release it; the trajectory is determined by your target reticle, not how long you hold down the button. In primary fire situations, the Grenade is thrown long through the air in an arcing movement. It lands and explodes after its fuse expires, which starts from the moment you throw the Grenade. The throw is key to flushing out enemies behind cover or around corners. Practice banking grenades around corners to gauge the proper trajectory for making them detonate at the point you desire.

Secondary fire with grenades is the advanced tactic of throwing a Grenade a short distance instead of long distance. This is useful when you are around a corner close to your enemy. If you crouch and [Alt]-fire, you roll the Grenade across the floor for more precise low-level takedowns of devices such as ground turrets. Also remember that enemy grenades can be picked up (by hand or Gravity Gun) and tossed back at the target (or blown back with a Magnum shot), although your timing must be precise. Finally, grenades are good for flushing enemies out of buildings, or for a sneak attack on a group of enemies unaware of your presence. For example, use another weapon to break a window, then throw in the Grenade, or roll it through a door.

Targets: Enemies behind cover or around corners, stationary enemies, and those inside windows, or about to burst through doors.



Chapter located: 4, "Urban Flight"
Damage inflicted: 200
Ammunition (chamber/carried): 1/3
Ammo pick-up amount: 1
Secondary fire: No

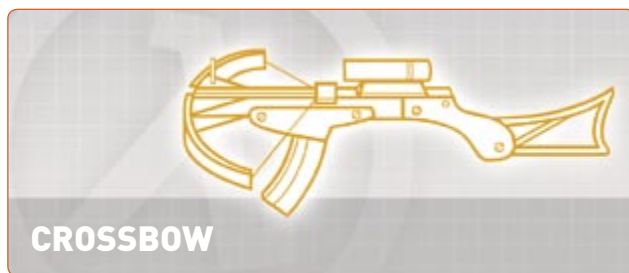


Description: A reusable, shoulder-fired, muzzle-loaded, recoilless anti-Combine and antipersonnel RPG firing fin-stabilized Grenade rockets.

Techniques: With only three shots before the ammo is depleted, the RPG's single-shot strikes cannot be wasted, but they are devastating! Attacks are launched with the primary attack only; fire once to launch the rocket. It is heat-seeking, but not very intelligent, and is easily cut down by enemy gunships. To endure effectiveness, launch, then press and hold left-click to bring out a red laser dot, and guide the rocket with it to your chosen target (ideally placing the dot on the target for the missile to reach).

If attacking a Gunship, which is swift enough to down a rocket if fired directly at it, you must "corkscrew" the rocket by tracing a series of wide circles with your laser for the rocket to follow, and continue this erratic path around and finally into your target. Use this weapon at range! It is the preferred weapon for tackling Gunships and Striders.

Targets: Gunships, flying entities, groups of enemies clustered together, APCs, Striders, enemies at extreme range.



PRIMARY FIRE CAPABILITIES



SECONDARY FIRE CAPABILITIES

Chapter located: 4, "Urban Flight"
Damage inflicted: 100
Ammunition (chamber/carried): 1/10
Ammo pick-up amount: 6
Secondary fire: Yes



Description: Black huntsman-style crossbow with a 250 lb.+ draw weight and bolt speeds over 350 feet per second, with optional scope mounting.

Techniques: The ultimate in stealth sniper weaponry, the long-distance takedowns available from this weapon more than make up for the lengthy reload and low ammunition count. Takedown results are impressive. The primary attack fires, and the secondary fire zooms in on a target to a greater range than your HEV Suit's function (press right-click again to zoom out). If you want to view potential ambush points ahead and can spot an enemy at extreme range, use this hard-hitting single-strike takedown armament. Be warned that bolts take time to travel, so you must lead any moving targets (meaning you should fire at where the target will move to by the time the bolt arrives, not where the target is when you fire). Bolts also drop in the air as they lose speed and react to gravity, so compensate for this if firing over an extremely long distance. Skewer unwary, stationary foes with this weapon.

Targets: Humanoid targets at extreme range, or on upper platforms or gantries that cannot be reached.

NOTE

Pheropods, or Bugbait, are not available during *Episode One*.

IN-GAME INVENTORY

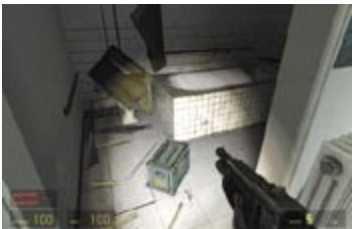
SUPPLY CRATE

Any time you see a small crate marked "supply," immediately destroy it and grab its contents: random ammunition and health items. The actual items inside are determined depending on how well you are playing. If you are desperately in need of health, for example, the crate will usually contain a Health Pack.



AMMUNITION BOX

Dotted around various levels, and also contained in Supply Crates, are ammunition boxes for the various weapons you can pick up and carry. Grab these if you need them, and use their contents wisely—and sparingly in Hard mode!



Following are the different ammunition types available, along with the number of bullets they grant you. Note that "small" ammo refers to clips and limited ammo, while "large" refers to cartons with a bountiful supply.

AMMUNITION TYPE	NUMBER OF BULLETS
Small Pistol Ammo	20
Large Pistol Ammo	100
Small SMG Ammo	45
Large SMG Ammo	225
SMG Grenade	1
Small .357 Magnum Ammo	6
Large .357 Magnum Ammo	20
Shotgun Buckshot Ammo	20
Fragmentation Grenade	1
RPG Round	1
Pulse Rifle Ammo	20
Pulse Rifle Energy Orb Ammo	1
Crossbow Ammo Bolts	6

WEAPON DROP

In addition to weapon ammunition, actual weapons can be found lying around, usually near corpses or next to victims you've dropped. If you haven't received the particular weapon yet, it is added to your inventory. If you have the weapon already, ammunition equal to a small ammo box of that particular weapon type is added to your inventory.



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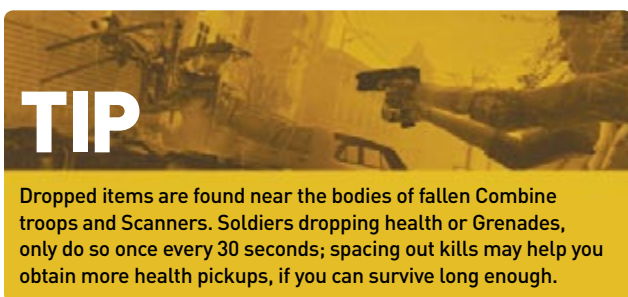
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INFINITE AMMO CRATE

Always inspect large chests with a particular ammunition emblem of on them. These are Infinite Ammo Crates, and are constantly restocked with a particular ordnance, in this case SMG rounds. Bag as many as you need. You can come back to take more if you wish [be sure to do so after every combat].



TIP

Dropped items are found near the bodies of fallen Combine troops and Scanners. Soldiers dropping health or Grenades, only do so once every 30 seconds; spacing out kills may help you obtain more health pickups, if you can survive long enough.



NOTE

If you pick up a weapon that an enemy dropped, you usually recover one magazine's worth of ammo for that weapon. One exception is that Metro Police drop much less ammo if they're armed with an SMG.



THE MARK V HAZARDOUS ENVIRONMENT SUIT (HEV SUIT)

This is a crucial body suit designed to constantly check the health of its wearer and administer painkillers if you are wounded. Your HEV Suit provides a HUD in constant use that shows your health, suit protection, weapon inventory, and enemy attack direction (if you are hit). Its Geiger counter alerts you to areas of radioactivity. Vision enhancement is provided by the suit's Zoom function ([Z]), built-in flashlight ([F]), and a target reticle. A computer informs you of your well-being. Swimming and Sprinting ([Shift]) are also possible. Refer to the Training section for more information on using these features.



HEALTH AND BATTERIES

- 1. Suit Battery: 15 Suit Points
- 2. Health Vial: 10 Health Points
- 3. Health Pack: 25 Health Points

Administering medical attention and suit protection is the key to survival, and these are the items to look for. The two types of health are found scattered on the ground, or in supply crates, or on the bodies of foes. They add the value shown to your "Health" points meter on your HUD. The Battery adds points to your Suit's armor protection ("Suit" on your HUD), and is found in the places health is obtained, as well as from destroyed Scanners.



RECHARGERS

1. Health Recharger: Up to 50 Health points added
2. HEV Suit Recharger: Up to 75 Suit points added
3. Combine Recharger: Up to 150 Health points added, up to 150 Suit points added

Dotted around the walls of your adventure are a number of Rechargers that dispense health, suit battery power, or a combination of both. Use these whenever you see them.



TURRET GUN (EMPLACEMENT)

This emplacement turret is used by the Combine Overwatch forces to lay down suppressing fire on groups of rebellious citizens. Turning the tide and using it to shoot rapid-fire pulses directly into the enemy is a simple but effective method of destroying groups of enemies. However, the lack of rotation and peripheral vision exposes you to attacks from the sides or behind. You can't take this weapon from its mount.



HOPPER

Hoppers take their name from their proximity attack; they "hop" in a single bound from a rooted position toward a target, then explode. These mobile mines are usually concealed by Combine forces in urban warfare situations, but you can use them too. Watch your step, and always clear away Hoppers before securing an area. The color of the device is very important:

- Red Hoppers are active, and will hop and attack you.
- Yellow Hoppers are primed and ready to launch at you, so be extremely careful if you see one of these; suck them from the ground, and with your Gravity Gun handy, use them as improvised Grenades to launch at enemies.
- Blue Hoppers are "friendly" models, which you can set by dropping on the ground.
- Green Hoppers are friendly mines set by you or your team.



ENERGY ORB

Energy balls (also known as orbs) rising up the conduits in the Citadel can be used as excellent projectile weapons that act like the secondary fire capabilities of the Pulse Rifle. Use the organic variant of the Gravity Gun to manipulate the orbs, bank them around corners, and drive them through opponents. What's more, there's some amazing blurring effects if you're carrying a hovering ball and quickly move it around the screen. Pick up these balls from any energy conduit.

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Your life-or-death struggle against the Combine menace is filled with interesting characters who help or hinder your progress. This chapter provides a biography for each main player, shown in order of appearance during *Episode One*.

NOTE

Biographies of characters you do not encounter during *Episode One* have been omitted, as their whereabouts are currently unknown. For all other characters, updated information has been added.



THE COMBINE

Attracted to Earth by the dimensional rift caused by the Black Mesa Incident, a galactic infection of catastrophic proportions launched an invasion force that overpowered Earth, catching the human population (now called City 17) and the rest of the planet, by surprise.

A peace deal was brokered by ex-Black Mesa Laboratory Administrator Wallace Breen, leading to a subservient and meager existence for Earth's remaining human population under the oppressive entity known as the Combine. Aside from the Combine's unrelenting absorption and repurposing of Earth's resources to its own nefarious plans, little is known about this omnipresent collective.

From further infiltration into a Citadel, it appears that the armies of the Combine are governed by giant, slug-like beings known as Combine Advisors, although it isn't known how many it takes to

command a Citadel Spire. The heroic actions of one Gordon Freeman and the bravery of many of humanity's resistance forces seem to have turned the tide against these oppressors. Combine forces are currently in disarray throughout the City, and their monument is critically unstable.



GORDON FREEMAN

A native of Seattle, Washington, Gordon Freeman showed great interest and aptitude in the areas of quantum physics and relativity at a young age. His earliest heroes were Einstein, Hawking, and Feynman.

While a visiting student at the University of Innsbruck in the late 1990s, Gordon Freeman observed a series of seminal teleportation experiments conducted by the Institute for Experimental Physics. Practical applications for teleportation became his obsession. In 1999, Freeman received his doctorate from M.I.T. with a thesis paper entitled *Observation of Einstein-Podolsky-Rosen Entanglement on Supraquantum Structures by Induction through Nonlinear Transuranic Crystal of Extremely Long Wavelength (ELW) Pulse from Mode-Locked Source Array*.

Disappointed with the slow pace and poor funding of academic research—and with tenure a distant dream—Gordon looked for a job in the private sector. As fortune would have it, his mentor at M.I.T., Professor Isaac Kleiner, had taken charge of a research project being conducted at a decommissioned missile base in Black Mesa, New Mexico. Kleiner was looking for a few bright associates, and Gordon was his first choice. Considering the source and amount of funds available to the Black Mesa Labs, Gordon suspected that he

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would be involved in some sort of weapons research, but in the hopes that practical civilian applications would arise in areas of quantum computing and astrophysics, he accepted Kleiner's offer. Apart from a butane-powered tennis ball cannon he constructed at age 6, Gordon had never handled a weapon of any sort—until the Black Mesa Incident.

After battling through a paradimensional rift to a final audience with a figure known only as the G-Man, Freeman agreed to work for him, hoping to become an aide for humanity in the process. It has been years since Gordon's former (and surviving) colleagues have heard from him, and the world has certainly changed since then.

An epic struggle lasting days pitted Gordon against the increasingly alarming and tactical forces of the Combine on a journey across the blasted countryside, eventually through City 17 itself, and into the Citadel. With the help of colleagues both old and new, Gordon was able to bring about a chain of events that opened the possibility of the complete destruction of eldritch forces in the area. Except of course, for the bond Gordon unwillingly shares with the G-Man.



VORTIGAUNT ALLIES

First seen: Chapter 1, "Undue Alarm"

Chapter appearances: 1

Alignment: Friendly

Vortigaunts are a hive-minded, energy-wielding slave race, inadvertently liberated by Gordon Freeman when he destroyed the Xen masters in his initial encounter with them after the Black Mesa Incident. Rather than fall under the dominion of the Combine, those Vortigaunts now stranded on Earth have joined with humans to fight for the freedom of all. It is interesting to note that the true power of the Vortigaunts hasn't been witnessed; their abilities to warp and astrally converge, and a group droning sound they utter as a preamble to their more impressive abilities may be used during times of near-hopelessness.



ALYX VANCE

First seen: Chapter 1, "Undue Alarm"

Chapter appearances: 1, 2, 3, 4, 5

Alignment: Friendly

Alyx Vance is a tough fighter and explorer who grew up in the post-invasion world learning science and mechanics at the knee of her inventor father. The harshness of the environment was tempered by the warmth of her father and the importance of the work she has done to keep the resistance together. She is extremely bright, but strong emotions and a keen intuition also drive her. She knows she doesn't like Dr. Mossman, but she can't quite put her finger on why.

With Mossman making a sacrifice to Alyx's father and most of humanity, Alyx has tempered her attitude to her, and instead is keenly focused on the complete destruction of the Combine forces. Although never actively seeking the role of freedom fighter, her skills with computers and firearms, coupled with her level-headed nature, make her a true companion.



THE G-MAN

First seen: Chapter 1, "Undue Alarm"

Chapter appearances: 1

Alignment: Unknown

The so-called "G-Man" is a mysterious agent who may or may not represent a rogue government. He has a gravelly, mocking voice

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that tends to put emphasis and inflection in odd places—a voice that speeds up and slows down unpredictably, as if he is not quite comfortable with human speech.

Now keenly aware of Gordon Freeman's abilities, the so-called "G-Man" seeks to utilize his servant's powers, until that time comes when he learns that sometimes, you can't always have what you want.



DOG

First seen: Chapter 1, "Undue Alarm"
Chapter appearances: 1
Alignment: Friendly

Created by Doctor Eli Vance more than almost two decades ago to both celebrate and protect his daughter, Alyx, this mechanoid has grown from a four-foot "pup" to a ten-foot-high bipedal armored beast with incredibly powerful fusion-powered appendages, thanks to the Vance family's tinkering. Dog has been programmed to be playful, but also ardently loyal to Alyx (acting as both a pet and bodyguard), and engages in unequalled ferocity when engaging forces of the hated Combine.

Dog proved himself invaluable during the Street Wars assault on City 17, working with Resistance forces under the control of Officer Barney Calhoun. Although unable to be firmly controlled by anyone except his mistress Alyx, Dog seems to be self-aware to the extent that he helps rather than hinders.

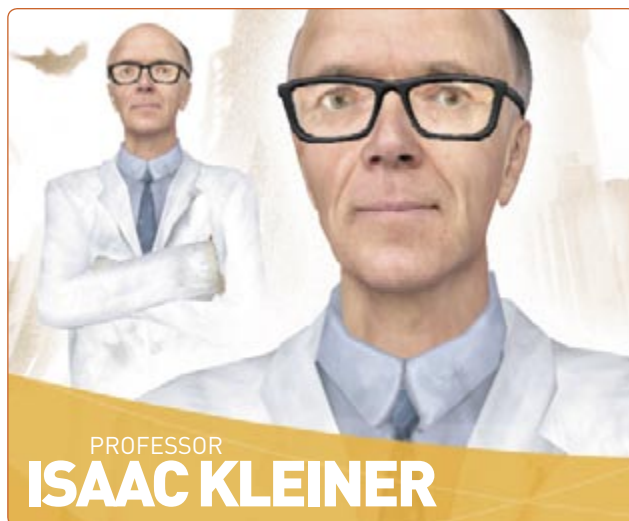


DOCTOR ELI VANCE

First seen: Chapter 1, "Undue Alarm"
Chapter appearances: 1
Alignment: Friendly

Like Kleiner, Eli is also a brilliant scientist, but much more of a hands-on, pragmatic inventor of devices. He lost his leg to a Bullsquid while struggling to get Dr. Kleiner over a barrier into the comparative safety of a Combine city. Now he works as a figurehead for the resistance, bridging the gap between Kleiner's abstract theories and the practical needs of the revolutionaries. Eli is warm, good-humored, and charismatic, holding everyone around him in the aura of his personal charm. His wife Azian, who was of Malaysian descent, was lost in the Black Mesa Incident.

Currently Eli Vance has stayed in the secretive lair known as Black Mesa East to help control operations and worry about the safety of his only daughter.



PROFESSOR ISAAC KLEINER

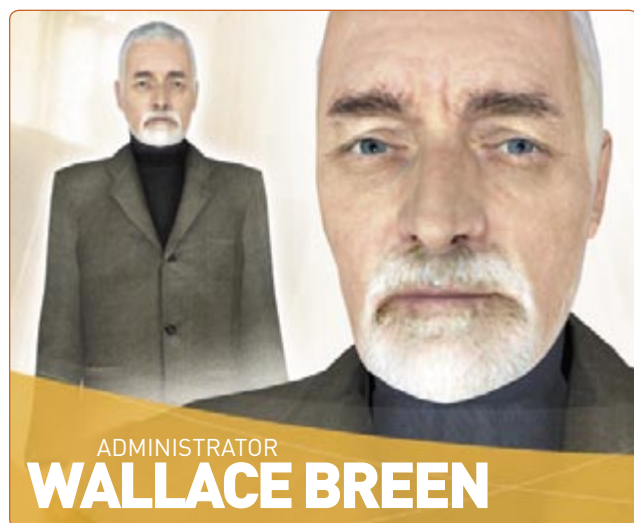
First seen: Chapter 1, "Undue Alarm"
Chapter appearances: 1, 4, 5
Alignment: Friendly

Dr. Kleiner is the quintessential absentminded professor and an escapee from the Black Mesa Incident. Now he is wrapped up in theoretical physics while the resistance goes on around him. His

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speech is mannered and somewhat disconnected; he clearly enjoys talking about the strange concepts behind his work. He bears a soft spot for Alyx Vance, the daughter of his oldest surviving friend. He also has a penchant for exotic pets: nurturing and studying a de-beaked headcrab named Hedy Lamarr (after the actress and inventor) from birth.

Pulling back from his laboratory in City 17, Kleiner appears to have retreated back to Black Mesa East to join his more level-headed colleague, Eli. Although unenthusiastic about a new role as the “face of the resistance” (a reluctance shared by many of those *in* the resistance), Kleiner has hacked into the Combine’s public address systems (also known as “BreenScreens”) to further the public’s knowledge as the tide turns against the Combine.



First seen: Chapter 1, “Undue Alarm”
Chapter appearances: 1
Alignment: Hostile

Dr. Breen is the former Administrator of Black Mesa Research Facility, and is now the Interim Administrator of Earth. He is dry, driven by logic, and literal-minded. Not a man who ever sought the spotlight, he finds himself forced to justify the invasion—and his decision to orchestrate earth’s surrender—by lecturing the public on the theory behind his appeasement. In person he is as cold and unfeeling as he appears on the gigantic monitors.

After a career dive of epic proportions, the Combine’s servant on Earth pleaded with his alien masters to deliver him away from the planet; a request that was duly carried out. His current whereabouts are unknown.



First seen: Chapter 2, “Direct Intervention”
Chapter appearances: 2
Alignment: Friendly

Judith Mossman is a brilliant physicist driven by unquenchable scientific curiosity and professional envy. This combination brought her under the sway of Dr. Breen, who used her to penetrate Eli’s resistance team. Over time she has come to love Eli while being torn by the knowledge that she is expected to betray him. She is intellectually superior but emotionally vulnerable, so she keeps a rigid grip on her emotions and comes off as somewhat chilly.

After making a supreme sacrifice in the face of mounting pressure to help the forces of humanity, Mossman fled the Citadel with resistance forces, and is currently in parts unknown.



First seen: Chapter 4, “Urban Flight”
Chapter appearances: 4, 5
Alignment: Friendly

The stalwart security guard of *Half-Life* is back, working undercover as an officer for the Civil Protection Unit of City 17. Barney is a down-to-earth, fearless, wisecracking buddy: a good guy to have at your back in a fight.

After helping to lead the resistance forces during the Street Wars, Barney has been rounding up City 17’s remaining inhabitants and battling remaining Combine forces to the city’s train stations in a valiant attempt to evacuate the area.

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THE BESTIARY



Welcome to the bestiary, where the results of field studies regarding the life-forms you encounter are shown. These creatures (except for the citizens) are hostile to you and the resistance fighters you lead, and are organized into three groups: monsters, fiends who act independently, and the Combine collective, which attacks to further its own goals.

CAUTION

The following bestiary lists information, including takedown tactics, of the enemy entities you will encounter during *Episode One*. If you do not wish to learn the full horror that awaits you, avoid reading this chapter. For entities you only encountered during the previous *Half Life® 2* adventure, refer to the previous guide.

Each creature's description lists information on where it appears, its health points and damage points, threat level (explained in a moment), and its type. Following this listing are lengthier descriptions regarding additional notes, attack patterns, and takedown tactics.

The threat level, a ranking from 1 to 5, indicates how wary you should be when clashing with a particular foe.

- ★★★★★ Negligible apprehension—inconsequential foe
- ★★★★★ Slight trepidation—possible minor harm
- ★★★★★ Exercise caution—expect reasonable retaliation
- ★★★★★ Real threat—combat is hazardous
- ★★★★★ Extreme danger—powerful entity

Finally, to determine which weapon to use on each entity and how many shots are required for a particular weapon to destroy a foe, check the foe's health and compare it to the damage inflicted by a weapon's ammunition (refer to the "Weapons Detail" section for this information).

PART I: MONSTERS AND FIENDS

Monsters and fiends are further subdivided into two classes; "Monstrous" (usually wildlife with animal instincts) and "Parasitic" (either a controlled or controller entity with simple and savage attack patterns).



ANTLION

First seen: Chapter 3, "Lowlife"

Chapter appearance(s): 3, 4

Health: 30

Attack damage: 5 (mandible), 5 (land from jump)

Threat level: ★★★★★

Entity type: Monstrous

NOTES AND ATTACK PATTERNS

These vicious predators hunt in herds of two to six (although they do attack on their own). They savage prey with giant mandibles that skewer and rend flesh, with incisor-coated mouths that knock you back and damage you severely. Twice as fast as humans, and able to fly before pouncing (which is their second attack), these fiends are soon able to overwhelm you. They appear only when you disturb the sand they burrow up from, so avoid combat entirely by staying off beaches and keeping to rocky outcrops.

TAKEDOWN TACTICS

Retreat, run them over with your car, or shoot them with your Gravity Gun to flip them onto their backs while you escape. Antlions attack in waves, so after you kill about five at once, you have a moment to escape before more arrive. Without a car, blast them with fast-firing weapons, and seek higher ground off the sand that alerts them, or look for a black obelisk known as a Thumper that thuds the ground and scares them off.

NOTE

Once you have the Pheropod in your position, Antlions are considered friendly creatures to use as offensive weapons. When they attack an enemy, one single mandible or landing attack kills its target (usually a Combine Soldier). No Pheropods are available during your new encounters with these beasts.



ANTLION GUARD

First seen: Chapter 4, "Urban Flight"

Chapter appearance(s): 4

Health: 500

Attack damage: 20 (charging butt), 10 (shove)

Threat level: ★★★★★

Entity type: Monstrous

NOTES AND ATTACK PATTERNS

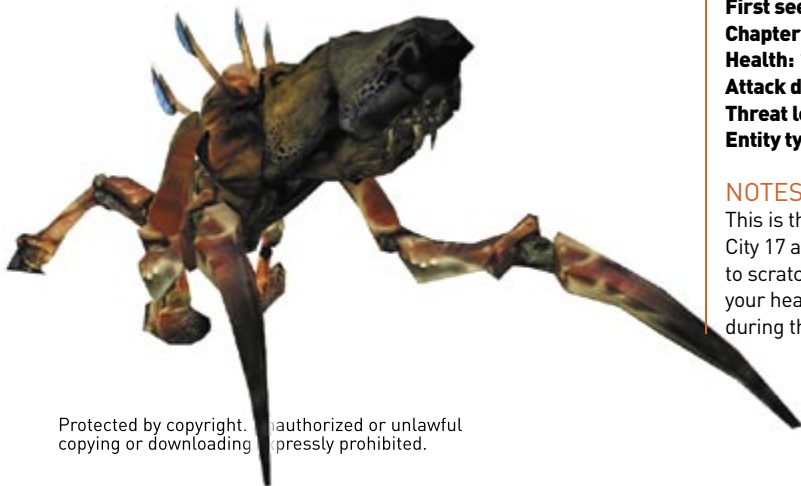
One of the most feared creatures outside of the Combine Citadel, the Antlion Guard (also known as a Myrmidont), is an enlarged genus of the Antlion family, sporting more earthy tones and a larger elongated head. It scuttles quickly across any surface and relies on a thick, sinewy head to smash into targets, creating horrific blunt-trauma damage. When coupled with a charge, the damage is even more severe.

TAKEDOWN TACTICS

Either use the Gravity Gun to shoot heavy objects, such as high explosive weapons or barrels, at the beast, or use fire from multiple sources. Specifically, an RPG round is excellent at temporarily halting this beast, and an exploding barrel blasted right as the Antlion Guard summons Antlions from the ground defeats all the incoming enemies in a single explosion. If you are attacking an Antlion Guard together with a group of Combine Soldiers, let them wound the beast before finishing it off. Fight blunt attacks with your own heavy projectiles, such as radiators, sinks, or other medium-sized scenic pieces.

NOTE

With appropriate help from a Vortigaunt, you can harvest an Antlion Guard's pheromones and turn them into so-called "bugbait," which attracts Antlions to the carrier, but won't attack him. As Vortigaunts are available to you during this adventure, you cannot utilize this type of ordnance.



BARNACLE

First seen: Chapter 3, "Lowlife"

Chapter appearance(s): 3, 4

Health: 35

Attack damage: Special (10 per second)

Threat level: ★

Entity type: Monstrous

NOTES AND ATTACK PATTERNS

A dangerous creature of limited intelligence, the Barnacle uses dark places to surprise its prey. Sticking to the ceiling, usually around a blind corner, the beast unravels a giant elongated tongue to the height of a human's head. Anything caught in this tongue is sucked up and rapidly pulled up into a sickly and slobbering maw.

TAKEDOWN TACTICS

Six pistol shots defeat a Barnacle, after which it drops a disgusting array of partially decomposed body parts. The main threat is when you don't notice them until you are entangled and hoisted up; if this occurs, blast at the mouth.

A better plan, which saves ammunition, is to avoid Barnacle combat altogether by feeding it an object (such as a crate or barrel), then running under the creature to bypass it. Or, push an explosive barrel under the tongue and light it as it gets sucked up—an excellent plan if you encounter a cluster of them.



HEADCRAB

First seen: Chapter 3, "Lowlife"

Chapter appearance(s): 3, 4

Health: 10

Attack damage: 5 (bite)

Threat level: ★★

Entity type: Parasitic

NOTES AND ATTACK PATTERNS

This is the parasitic pest responsible for changing citizens across City 17 and beyond into cadavers of filth and depravity. Leaping up to scratch and tear, these whittle you down and then clamp onto your head, possess you, and slowly turn you into a Zombie. Released during the initial Black Mesa Incident, they have survived and thrived

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in the intervening years. Their adaptation has caused the Combine to mass-breed them, then fit them into large missiles known as parasite rockets, and launch these into large areas of human resistance, such as the town of Ravenholm.

TAKEDOWN TACTICS

Produce your Crowbar and destroy any lurking Headcrab with a well-timed swing. Three Pistol shots or a quick burst from more powerful weaponry works well, but nothing beats a Crowbar for well-timed ferocity and effectiveness. If Alyx is with you, she targets Headcrabs over other enemies, so leave them to her while you deal with bigger threats.



HEADCRAB, POISON

First seen: Chapter 3, "Lowlife"

Chapter appearance(s): 3, 4

Health: 35

Attack damage: 10 (bite reduces health to 1)

Threat level: ★★★

Entity type: Parasitic

NOTES AND ATTACK PATTERNS

This is a cat-sized, spiderlike entity with a dark gray mottled back. It launches with a meaty maw opening, and if it connects, you're damaged by 10 points, and your health drops to 1! However, Poison Headcrabs alone cannot kill you; other enemies striking you while you're reduced to critical health do this job.

TAKEDOWN TACTICS

This is why it is important to destroy these creatures as a matter of urgency. Your Suit administers antitoxins, slowly rebuilding your health back to its original level (minus the original 10 points of damage the creature caused). Slam furniture into these beasts, pepper them with bullets, or bring out the Crowbar to quickly swat at them. If multiple types of enemies are around, the Crowbar isn't advised. If Alyx is with you, she targets Headcrabs over other enemies, so leave them to her while you deal with bigger threats.



HEADCRAB, FAST

First seen: Chapter 3, "Lowlife"

Chapter appearance(s): 3

Health: 10

Attack damage: 5 (bite)

Threat level: ★★★

Entity type: Parasitic

NOTES AND ATTACK PATTERNS

Initially looking similar to the regular Headcrab, a closer inspection reveals spindly elongated legs and a more streamlined, less lumpy appearance. This is a Fast Headcrab; they move more quickly and are more difficult to pin down. Should one clamp on your head and kill you, it not only devours your head, but the skin from your entire body, flaying its victim and eventually transforming its host into a partial skeleton: the Fast Zombie.

TAKEDOWN TACTICS

Shoot or throw objects at a distance as they close. At close range, Crowbar or Pistol shots work well. If Alyx is with you, she targets Headcrabs over other enemies, so leave them to her while you deal with bigger threats.



ZOMBIE

First seen: Chapter 3, "Lowlife"

Chapter appearance(s): 3, 4

Health: 50

Attack damage: 10 (single slash), 25 (double slash)

Threat level: ★★

Entity type: Parasitic

NOTES AND ATTACK PATTERNS

Known colloquially in parts of New Mexico as "Mawmen," Zombies are the results of a successful Headcrab attack on a human victim. The Headcrab is attached to the cranium and controls the host body, usually to attack and destroy. They swipe with sharp and filthy claws (sometimes both at the same time for added damage), and are able to throw scenery such as barrels at you with considerable force. However, their slow walk makes them easy to avoid.

TAKEDOWN TACTICS

Firstly, Zombies are vulnerable when they rise from a slumped position and can be easily killed at this point. Secondly, attack a Zombie with regular weaponry (such as the shotgun or SMG) by aiming directly at the head. If you aim elsewhere and kill the Zombie, the Headcrab will survive and add to your combat time. Once you get the Gravity Gun, use various scenic pieces (ideally sharp, heavy and blunt, or flammable) to sever or crush them. Aim at a Zombie's legs, crushing him and causing him to drop to the ground, becoming a Zombie Torso. This is easier to achieve during *Episode One*.



ZOMBIE TORSO

First seen: Chapter 3, "Lowlife"
Chapter appearance(s): 3, 4
Health: 25
Attack damage: 10 (slash)
Threat level: ★★
Entity type: Parasitic

NOTES AND ATTACK PATTERNS

A Zombie Torso is self-explanatory; it is an undead victim that's suffering further after-death indignities by having a Headcrab control all physical functions, but the human has lost the use of its legs, usually resulting from previous combat or severing attacks.

TAKEDOWN TACTICS

Identical to the Zombie's, although the Zombie Torso moves slower, giving you more time to react. If you're attacking regular Zombies with sharp cutting objects and aim at the torso, you may create a Zombie Torso. Blast at the head with a Pistol or other weapon.



ZOMBIE, POISON

First seen: Chapter 4, "Urban Flight"
Chapter appearance(s): 4
Health: 175
Attack damage: 20 (claw)
Threat level: ★★★
Entity type: Parasitic

NOTES AND ATTACK PATTERNS

A death too hideous for contemplation is to be a host body for up to four Poison Zombies. Bent over double, the corpse only moves slowly, but has a nasty close mauling attack. Poison Headcrabs constantly leap back and forth from this wretched victim.

TAKEDOWN TACTICS

Compared to other undead types, the Poison Zombie takes colossal punishment (at least three shotgun blasts to bring down). Target the Headcrabs first before you defeat the zombie. However, if you have access to fire, back up and attempt to burn the host first, then deal with the Headcrabs individually. Scenery, Grenades, or Shotgun shells also work well. If Alyx is with you, she targets Headcrabs over other enemies, so leave them to her while you engage the Zombie.



ZOMBIE, FAST

First seen: Chapter 3, "Lowlife"
Chapter appearance(s): 3
Health: 50
Attack damage: 3 (claw), 10 (jumping slam)
Threat level: ★★★
Entity type: Parasitic

NOTES AND ATTACK PATTERNS

Perhaps the most frightening of the mutant undead, these former humans have been flayed and their dripping corpses commandeered by Fast Headcrabs. They move at extreme speed, leaping from rooftop to rooftop using their powerful legs to gain distance. They close in to land on you, and then swipe you to death.

TAKEDOWN TACTICS

Because they are so quick, don't run; stand your ground and fight. A sharp blade to the head or a single shot by a powerful weapon is the only real way to bring them down. Bring out the Shotgun or Magnum and aim for the head. If you spot any scuttling up drainpipes near your location, you have some extra time to aim and drop them; otherwise, stay cool, find a doorway to help block them off, and stay on the other side and blast the heads off. If Alyx is with you, she targets Headcrabs over other enemies, so leave them to her while you deal with bigger threats.



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ZOMBIE, COMBINE

(AKA ZOMBINE)

First seen: Chapter 3, "Lowlife"

Chapter appearance(s): 3, 4

Health: 50

Attack damage: 5 (claw), 75 (grenade per detonation)

Threat level: ★★★★★

Entity type: Parasitic

NOTES AND ATTACK PATTERNS

With the arrival of Combine Soldiers, the parasitic Headcrabs had another host source to attach to, and it wasn't long before a new horrific chimera was created—the Combine Zombie, known colloquially as Zombine by those surviving its attacks. The Headcrab attached to each Soldier corpse has eaten away the head, leaving a bloody stump after the creature is killed. Gurgling unintelligent rasps using the Combine radio, each Zombine moves with quick charging lollops, engaging a foe with nasty talon swipes, and if left unchecked, produces a Grenade that can cause massive wounding. Consider these entities to be your preferred targets when engaging multiple hostiles.

TAKEDOWN TACTICS

Face the Zombine using similar tactics to other members of the Zombie genus; if your foes are at a distance, incapacitate them with scenery propelled at them with your Gravity Gun. As they charge, switch to the Shotgun, and employ both barrels into the Headcrab. After around two or three attacks, the Zombine crumples, and a Grenade is produced and dropped near you. You can suck this out of the Zombine's claw as it is primed, using the Gravity Gun, then punt it away from you with haste. You can shoot this out of the Zombine's claw, although this is difficult. Otherwise, back up, delivering shotgun blasts until the foe is dead, and flee the explosion. Or, switch to the Gravity Gun after the grenade is dropped, and punt it away without sucking it into you. A recipe for a Grenade explosion in your face!

NOTE

For all Zombified enemies, fire is an excellent choice for inflicting damage, either via a flare or explosive canister. If a Zombine is caught in an explosion, it burns and eventually collapses and dies. Retreat so you don't take burning damage.

PART II: COMBINE COLLECTIVE

The other enemy group serves the Combine, and further divides into three types: Humanoid, Machine, and Synth. Humanoids are human or once-human figures that serve the Combine. Machines are entities created by the Combine and used for their offensive capabilities, and are not sentient. Synths are self-repairing biomechanical organisms constructed deep in the bowels of the Citadel and are usually the Combine's most feared troops.



METRO POLICE

First seen: Chapter 5: "Exit 17"

Chapter appearance(s): 5

Health: 40 (Chapter 11)

Attack damage: Manhack release

0 (stun baton)

3 (Pistol per shot)

3 (SMG per shot)

Threat level: ★★

Entity type: Humanoid (Overwatch)

NOTES AND ATTACK PATTERNS

Part of the Combine public order force known as Overwatch, these humans clad in riot gear are known as Metro Police (or Metro Cops) and rule City 17 with an iron fist. They can also release a floating, bladed attack robot known as a Manhack.

TAKEDOWN TACTICS

You can use various scenery items, such as explosive barrels or turret guns, to your advantage, but otherwise, a brief half-dozen Pistol shots to the head is perfect for downing a Metro Cop. Switch to your SMG once you obtain it, and always aim for the head. Finally, try to stop the Cops from firing a flare skyward; if they succeed, at least three more Cop reinforcements will deploy.



COMBINE SOLDIER

First seen: Chapter 1, "Undue Alarm"

Chapter appearance(s): 1, 2, 3, 4, 5

Health: 50

Attack damage: 10 (rifle-butt), 3 (SMG per shot)

3 (Shotgun per shot), 3 (Pulse Rifle per shot)

75 (Grenade per detonation)

Threat level: ★★★★★

Entity type: Humanoid (Overwatch)

NOTES AND ATTACK PATTERNS

The shock troop of the hated Combine, the Soldier is an intelligent infantryman that works well in a team and has multiple methods of attack, depending on the combat situation. They drop ammunition when they succumb to your fire, and are armed with a Shotgun, SMG, Pulse Rifle, and Grenades. The walkthrough chapters contain multiple methods of defeating them, because combat is never the same twice, but for some basic tactics, try the plans described here, which work for Soldiers and Elites.

TAKEDOWN TACTICS

1. Bring rapid-fire weapons to bear on their heads quickly.
2. Listen to their weapons. If you hear a shotgun blast, focus on that Soldier first, because they inflict a huge amount of damage.
3. When fighting in dark corridors or tossing explosives around corners, listen for the long beep that indicates a Soldier has been killed.
4. Living Soldiers can be heard via your HEV Suit, and the radio chatter indicates a menace. When combat chatter ceases, Soldiers in the area have been defeated.
5. Listen for the phrase "Outbreak! Outbreak! Outbreak!" during combat. This is the Combine code-word to indicate that only one Soldier remains, and combat should be easier from this point.
6. When fighting Soldiers inside structures from the outside, breaking a building's window and throwing in a Grenade causes the most havoc, and sometimes forces them out the building's doors and into your line of sight.
7. Soldiers must reload just like you; if you hear them in the middle of reloading, charge in and cut them down.
8. Combine Elite are particularly dangerous when fighting on structures with a drop nearby; their "orb" attack not only inflicts sizable damage, but it also shoves you a short distance, which can result in a death plummet. Listen for the orb's charging sound, then immediately sidestep so the ball misses you. If you're gifted with quick reactions, use the Gravity Gun to catch the orb and shoot it back at them.
9. Your Pulse Rifle's secondary orb fire is an excellent way of destroying multiple Soldiers. However, you can't collect any ammunition from a Soldier killed this way.
10. Always attempt a ram if you're inside a vehicle and spot Combine Soldiers on the road; it's usually easy to strike them down for an instant kill.
11. Mobile mines known as Hoppers, plentiful in City 17, are excellent for placing at entrances before a Combine Soldier intrusion; a number will be caught in the explosion.
12. Combine Soldiers standing at extreme range should be destroyed with your Crossbow or RPG.
13. Soldiers carrying shotguns are especially brutal because they can unload into you rapidly, especially when panicked. Pick off these Soldiers first, if possible.
14. Back away from close combat, because the Soldier's rifle-butt attack is vicious and damaging.



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COMBINE ELITE

First seen: Chapter 2, "Undue Alarm"

Chapter appearance(s): 1, 2, 3, 4, 5

Health: 70

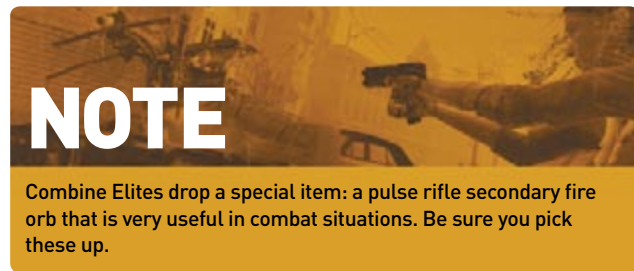
Attack damage: 15 (rifle-butt)
3 (Pulse Rifle)
15 (Pulse Rifle Secondary fire orb)

Threat level: ★★★

Entity type: Humanoid (Overwatch)

NOTES AND ATTACK PATTERNS

Clad in white protective armor and sporting a Pulse Rifle and a single red ocular sensor, the cream of the Combine crop are the sharp-shooting Elite. They act in groups of their own kind, or sometimes lead squads of Combine Soldiers. Elite are tougher, fire faster and more accurately than regular humanoid forces, and use a highly damaging orb attack from their pulse rifles (which causes 15 damage per hit). They react to combat in a similar way to Combine Soldiers, and must be treated in the same careful and methodical manner (see the Soldier takedown tactics previously). If you have a choice, deal with Elites before regular forces.



NOTE

Combine Elites drop a special item: a pulse rifle secondary fire orb that is very useful in combat situations. Be sure you pick these up.



STALKER

First seen: Chapter 1, "Undue Alarm"

Chapter appearance(s): 1, 2

Health: N/A

Attack damage: N/A

Threat level: ★

Entity type: Humanoid

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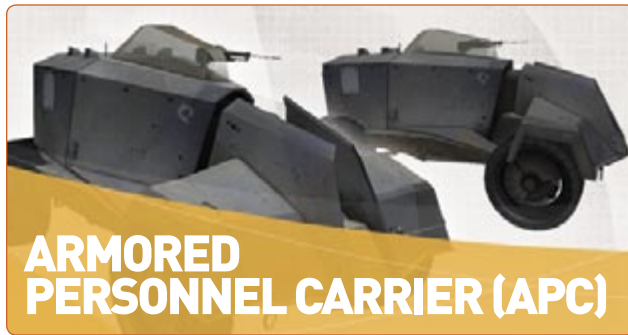
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NOTES AND ATTACK PATTERNS

Humans unfortunate enough to take a train from City 17 to Nova Prospekt are delivered to Combine scientists. These feared experimenters sever higher brain functions, experiment on the lobotomized victim in any number of foul and depraved ways, embed a number of blackened nano-devices in the skin, and slowly watch the victim lose all humanity. Known by the codename "Stalker," these emaciated slaves are sent on any number of menial duties inside the vast edifice known as the Combine Citadel.

TAKEDOWN TACTICS

Stalkers do not attack you with any weaponry, save a shrieking twitching spasm when not attached to Combine central control. Therefore, you need not worry about them striking you physically. Instead, they control a device inside the Citadel, and you must remove them so that you can make progress. This is achieved by delivering an Energy Orb at them. This is the easiest way to defeat these pitiful foes.



ARMORED PERSONNEL CARRIER (APC)

First seen: Chapter 4, "Urban Flight"

Chapter appearance(s): 4, 5

Health: 750

Attack damage: 5 (minigun per bullet), 25 (missile strike)

Threat level: ★★ ★★

Entity type: Machine

NOTES AND ATTACK PATTERNS

The Combine APC is a well-armored and sturdy troop carrier armed with a turret-mounted rocket launcher and minigun. APCs cannot be entered, and usually only attack from extreme range.

TAKEDOWN TACTICS

When not attacking an APC from a boat (where the boat's weaponry is utilized), the easiest way to tackle an APC is by firing three, five, or seven rockets at it from a covered location. Step out, weave a rocket through the air using the laser target to ensure accurate payload delivery, then step back into cover and avoid the APC's deadly arsenal.



MANHACK

First seen: Chapter 2, "Direct Intervention"

Chapter appearance(s): 2, 3, 4, 5

Health: 25

Attack damage: 20 (blade)

Threat level: ★★

Entity type: Machine

NOTES AND ATTACK PATTERNS

Usually released by Metro Cops, these nasty robotic hovering devices have gyroscopic sensors to steady themselves in the air. They tend to work in packs, charging you and wounding with rotating blades.

TAKEDOWN TACTICS

Prior to other forms of weaponry, the best way to defeat a Manhack is by timing a Crowbar swing just as it zooms at you, but before it connects. Then follow it with a second, killing blow, knocking the Manhack into a wall if you can. Once you have the Gravity Gun, suck the Manhack into the weapon's field, then shoot it out, ideally into a wall.



NOTE

Manhacks can be used in conjunction with your Gravity Gun like a chainsaw; suck one so it floats in front of you, caught in the Gravity Gun's energy field, then run into enemies with it.



ROLLERMINE

First seen: Chapter 1, "Undue Alarm"

Chapter appearance(s): 1, 2

Health: N/A

Attack damage: 10 (shock)

Threat level: ★★

Entity type: Machine

NOTES AND ATTACK PATTERNS

These pulsing orbs are Combine creations that appear on roads or in buildings, then home in on you, buffeting you and causing nasty electrical damage.

TAKEDOWN TACTICS

If you're in the scout car, the mines buffet it; more than one can cause severe control loss. Whenever you encounter Rollermines, bring out the Gravity Gun, suck up each mine, then blast it over a nearby cliff or off the side of any precipice. Note that explosions (from barrels or gas cans) also destroy Rollermines.



SCANNER TYPE I

First seen: Chapter 1, "Undue Alarm"

Chapter appearance(s): 1, 2, 3, 4, 5

Health: 30

Attack damage: 25 (dive)

Threat level: ★

Entity type: Machine

NOTES AND ATTACK PATTERNS

These Scanners harass you from the moment you enter City 17. They constantly watch your movements, relaying a live feed to the Combine Civil Protection units in the field. They do not harm you, but they do blind you with spotlights as they home in on your location.

TAKEDOWN TACTICS

As soon as some become available, you can throw paint cans at the Scanner, which eventually destroys it. With the Crowbar, slash at it only when it flies close to you. A better plan is to simply tag it with a Pistol until it begins to smoke. Then it tries to dive-bomb you in a suicide plummet; blast it apart before it reaches you. After you have the Gravity Gun, employ the takedown tactic used to halt Manhacks (sucking in and punting away).



SCANNER TYPE II

First seen: Chapter 5, "Exit 17"

Chapter appearance(s): 5

Health: 30

Attack damage: 3 (per bullet), 25 (dive)

Threat level: ★

Entity type: Machine

NOTES AND ATTACK PATTERNS

This Scanner features a quick-firing machine gun and the usual blinding searchlight, but these are slightly more hardy, and have multiple purposes: attacking citizens, carrying mobile mines known as Hoppers, or simply searching for undesirables.

TAKEDOWN TACTICS

Shoot it from the sky before it can drop any cargo, and if you're short on Batteries for your HEV Suit, these drop them; look for Batteries in the debris that falls to earth after a successful kill. In a pinch,

remember your Gravity Gun, and employ the suck-and-blast plan used against the Manhack. This isn't usually necessary, as these Scanners are too far away.



SENTRY GUN

First seen: Chapter 4, "Urban Flight"

Chapter appearance(s): 4

Health: N/A

Attack damage: 3 (per bullet)

Threat level: ★★★

Entity type: Machine

NOTES AND ATTACK PATTERNS

These tripod-mounted sentry guns have a 90-degree firing angle forward, and are motion-sensitive, meaning as soon as movement from organic beings is sensed, the machine guns atop the sentry mounting activate.

TAKEDOWN TACTICS

Fortunately, the guns are easily toppled. When facing such a device, move to the side or around the back of the sentry gun, and run into it to knock it over. Or, you can blast it with a Shotgun, or pick it up and drop it. Be careful to pick it up with the gun pointing away from you! Once pushed over, a sentry gun fires a burst and deactivates until placed right-side up. You can also knock over sentry guns with well-placed Grenades or other thrown objects. You can carry sentry guns to destroy non-Combine forces.



COMBINE DROPSHIP

First seen: Chapter 1, "Undue Alarm"

Chapter appearance(s): 1, 4, 5

Health: N/A

Attack damage: 3 (per bullet)

Threat level: ★

Entity type: Synth

NOTES AND ATTACK PATTERNS

A giant swooping *thing* featuring eight massive spiderlike legs is a part of the Combine attack force, but doesn't play an offensive role. It transports other Combine forces (APCs, containers full of troops, or Striders) to battle locations, and then returns to the Citadel.

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TAKEDOWN TACTICS

Dropships cannot be destroyed by the weapons available to you, but the cargo they carry can (however, the cargo is usually deposited before you can react). Simply ignore the Dropships and concentrate on the forces they release. The wake on the Dropship pushes Grenades away.



First seen: Chapter 1, "Undue Alarm"
Chapter appearance(s): 1, 2, 4, 5
Health: 3 direct RPG hits for Easy difficulty
 5 direct RPG hits for Normal difficulty
 7 direct RPG hits for Hard difficulty
Attack damage: 3 (per bullet)
Threat level: ★★★★★
Entity type: Synth

NOTES AND ATTACK PATTERNS

The Combine Gunship is a blend of biomorphic and mechanical parts created to form the ultimate in airborne assault craft. It has a single jet engine powering a fan that propels it in all directions with extreme grace and maneuverability. It attacks with a fast-firing cannon mounted to the snout of the vehicle.

TAKEDOWN TACTICS

The only weapon powerful enough to take down a Gunship is the RPG. When the gunship finishes a blast of cannon fire, step out of cover and launch a rocket, using the red target laser to maneuver the rocket in a spiraling path known as a "corkscrew." This allows you to avoid the Gunship's cannon, which can easily destroy incoming rockets that aren't flying in an erratic pattern. Continue this corkscrew attack until the machine blows apart after three, five, or seven hits (depending on difficulty level).



First seen: Chapter 1, "Undue Alarm"
Chapter appearance(s): 1, 5
Health: N/A
Attack damage: N/A
Threat level: ★
Entity type: Synth

NOTES AND ATTACK PATTERNS

Although it is only conjecture to label these floating airships as Escape Pods, they appear during the final stages of a Combine Citadel core meltdown. It is thought that these vessels, which stream from a doomed Citadel spire, are container pods that house Combine Advisors, although this theory is yet to be proved. The Combine Escape Pod shares many similarities with the Dropship and Gunship, but doesn't carry exterior payloads or have armaments that have been spotted. They remain an enigma.

TAKEDOWN TACTICS

These are never encountered in the combat zone and therefore pose no threat to you.



First seen: Chapter 1, "Undue Alarm"
Chapter appearance(s): 1, 5
Health: N/A
Attack damage: N/A
Threat level: ★
Entity type: Synth

NOTES AND ATTACK PATTERNS

Behold the real face of the Combine. A giant, green, sluglike entity with the gift of telekinesis appears for the briefest of moments on Breen's computer monitors within the Citadel. The only known attack pattern Advisors seem to employ (although this hasn't been independently verified) is a powerful psychic blast that causes headaches and hallucinations. If this occurs, vacate the area.

TAKEDOWN TACTICS

These are never encountered in the combat zone and therefore pose no threat to you.



First seen: Chapter 1, "Undue Alarm"
Chapter appearance(s): 1, 4, 5
Health: 3 direct RPG hits for Easy difficulty
 5 direct RPG hits for Normal difficulty
 7 direct RPG hits for Hard difficulty

[Note that Pulse Rifle secondary fire orb attacks, Grenades, and SMG Grenades count as half a direct hit for damage calculation.]

Attack damage: 5 (per bullet)
Death (warp cannon shot)
Death (foot skewer)

Threat level: ★★★★★
Entity type: Synth

NOTES AND ATTACK PATTERNS

This giant tripod attacks with two weapons mounted to its snout: a machine-gun-like rapid-fire weapon, and what can only be described as a warp cannon that instantly kills anything it touches. It also attacks with its sharp skewering tripod feet.

TAKEDOWN TACTICS

Instant death and scenic destruction are the result whenever the warp cannon fires its particle beam, so stay out of the shimmering light. Seek cover from the machine-gun fire, and stay clear of the legs, which skewer human-sized foes with their sharp feet. Only use powerful projectiles against Striders. RPGs, Grenades, SMG Grenades, or Pulse Rifle secondary fire orbs are all recommended, and the Strider only attacks you after you hit it if other targets are in the area. At least two, four, or six direct strikes are needed to topple one of these colossal fiends. Finally, if fighting a Strider inside the confines of the Citadel, three orb strikes are needed to bring it down.



First seen: Chapter 2, "Direct Intervention"
Chapter appearance(s): 2
Health: N/A
Attack damage: Unknown
Threat level: Unknown
Entity type: Synth? (conjecture)

NOTES AND ATTACK PATTERNS

Spotted in a brief moment during a chaotic video broadcast from human survivors in a remote area away from City 17, nothing is known of this supposedly Synth entity. It may not even be part of the Combine forces, although it shares many of the alien traits seen in the Combine's scanner foes.

TAKEDOWN TACTICS

These are never encountered in the combat zone and therefore pose no threat to you.

PART III: HUMAN RESISTANCE FORCES

Human resistance forces are a key part of the fight against the Combine. Learning which citizens can actually aid your progress, and how to utilize them in the combat zone, is pivotal to your success.



First seen: Chapter 4, "Urban Flight"

Chapter appearance(s): 4, 5

Health: 40

Attack damage (to enemies): Pulse Rifle 3 (per bullet)
Pistol 3 (per bullet)
SMG 3 (per bullet)
Shotgun 3 (per round)
RPG 50 (per shot)
Grenade 75 (per grenade)

Resistance Citizens are key to your survival once you uncover the clandestine operation headed by Doctor Eli Vance that pits likeminded freeform fighters against the might of the Combine. During battles against either large entities such as Gunships or Combine forces on the streets of City 17, you have the extra help of human forces. Their outfits and combat capabilities vary, but all can help you during the most violent and trying times in your adventure.

- **Medic:** When you need health during combat, look for the citizens wearing red-and-white armbands, move to their location, and speak with them ([E]).
- **Ammo Carrier:** Check troops following you closely, as they are able to replenish some of your inventory during battle. Again, move toward them and speak to gather their ammo.
- **Shotgun, SMG, Pulse Rifle, RPG:** Troops carry these various weapons with them depending on the combat situation.

TACTICS

When the icons appear in the bottom-right corner of the HEV Suit display, you can gather up to four friendly troops to help you with combat. Moving them into position is simply a matter of aiming your target reticle and pressing [C]; the team will move to that position.

You have two basic tactics that work best. Order your team forward into combat, which helps you locate enemies instead of being surprised (this may seem callous, but it's for the good of humanity!). Or, you can ambush enemies caught between you and your team by moving into a room while leaving troops behind.

Otherwise, the team acts independently, and doesn't need any instructions once combat begins.



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HALF-LIFE 2: A CONDENSED WALKTHROUGH

CHAPTER 1:

POINT INSERTION

Inventory Pick-Ups

Scenic items only

Friendly Encounters

Repatriation Citizens*
Barney Calhoun*
Dr. Isaac Kleiner*
Alyx Vance*
Pigeons*

Hostile Encounters

Metro Cops*
Scanners*
Dr. Wallace Breen*
Combine APC*
Strider*
Combine Gunships*

* Indicates first exposure to entity

PART 1: THE TRAIN STATION



Waking from a hallucination, optionally chat with the passengers aboard, then wait for the train to stop. Disembark and maneuver to the end of the platform, turn left, and go through the turnstile. Chat with any citizens you see here, or

inside the station itself. Enter the station forecourt, turn right, and enter the checkpoint area.

G-MAN ABOUT TOWN LOCATION #1:

In a wild hallucination prior to waking on the train.



You are forced into an interrogation corridor, and once inside, a Metro Cop waits by a computer screen. It's your old colleague and friend Barney Calhoun! He patches in Isaac Kleiner, your friend from Black Mesa. You all agree on a rendezvous point. Leave and climb the storeroom ladder.



PART 2: TRAIN STATION PLAZA

On the storeroom balcony, stack crates to reach a window, then drop to a small courtyard below. Exit via the only door, head up the steps to a foyer, and place a can into a trash receptacle to placate a guard. He lets you through into a large chamber. Exit via the double doors on the left, out into a plaza. Turn right, heading for the narrow road.



Ignore the parked patrol and large lolloping creature ahead; turn right and climb the ladder or stack objects to maneuver over a fence. Turn right, into a children's playground at the base of a tenement block, and enter the building on the left.

You can optionally play with the equipment, but approaching the guards gets you a nasty knock back.



PART 3: TENEMENT BUILDINGS



Enter the building and head up the stairs around the disused elevator. Enter the apartment where a citizen peers out. Listen to the citizens' stories if you wish, then exit to the main landing, climb up another flight of steps, and follow the

gestures of a man beckoning you forward into his hovel. The Metro Police raid this apartment. Run!

Immediately run past the sleeping man on the sofa, out of the other exit, right and across to the stairs, then sprint up and look for a man at a door. Dive through this entrance and run up the steps to the roof access while he holds the Metro Cops at bay. With the police on your tail, look left and exit the roof via the large hole. Jump to the rooftops.



PART 4: ROOFTOPS



A Gunship drifts past, and a Scanner is blinking at you. Ignore it and look for a roof ramp heading to the upper area, then head left, down the sloping roof to a plank. This leads around the edge of an outside building. Continue along to the window near the two smokestacks. Enter a small attic room, and head down the steps.

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Open the door and you're ambushed by guards. You fade into unconsciousness just as you hear a female voice. When you come to, you meet Alyx. She's the daughter of one of the scientists you knew back in Black Mesa. Alyx opens up a secret passage. Follow her.



CHAPTER 2:

"A RED LETTER DAY"

Inventory Pick-Ups

Crowbar

Friendly Encounters

Alyx Vance
Isaac Kleiner
Barney Calhoun
Hedy Lamarr*
Eli Vance*
Judith Mossman*
Vortigaunt Ally*
Crows*

Hostile Encounters

Ichthyosaur*
Dr. Wallace Breen
Combine Overseer*
Scanners
Metro Cops

* Indicates first exposure to entity

PART 1: DOCTOR KLEINER'S LABORATORY

Follow Alyx as she opens another secret door into the laboratory of Isaac Kleiner. After a heartfelt meeting, the doctor fills you in on the situation. Barney arrives, and after he's waylaid by the doctor's pet Headcrab Hedy, you're allowed to struggle into your HEV Suit. Recharge it at the Combine Recharger.



G-MAN ABOUT TOWN LOCATION #2:

Flick through the cameras on the large computer monitor.

Investigate the room until the doctor uses the retinal scanner, allowing you to enter the teleportation chamber. Listen to the doctor until the teleport deactivates, then plug it in to start it. Alyx vanishes, reappearing with her father at Black Mesa East. Now it's your turn!



A Headcrab-sized lump creates havoc with your teleport, and you flash in and out of existence, appearing in some very odd places and startling birds, an Ichthyosaur, and even Wallace Breen! You eventually appear outside the chamber

room. Ignore the Scanners and run out of the power plant area, up the steps, and through the mesh door.

PART 2: TRAIN STATION EXTERIOR

Round the corner and take the Crowbar from Barney. Use it to smash the wooden planks, then drop down into the railway tracks. Scanners and a few Cops have spotted you, so look for and climb atop the stack of crates near the first carriage, leap across each of the carriage roofs and over a fence, and smash another few pieces of wood. Escape down some steps.



CROWBAR: ACQUIRED!

CHAPTER 3:

ROUTE KANAL

Inventory Pick-Ups

Pistol, SMG, Grenade

Friendly Encounters

Repatriated Citizens
Pigeons
Vortigaunt
Boxcar Joe*
Resistance Citizens*
Manhack Matt*

Hostile Encounters

Metro Cops
Scanners
Barnacles*
Combine APCs
Combine Hunter-Chopper*
Manhacks*
Zombie Torso*
Headcrabs*
Zombies*

* Indicates first exposure to entity

PART 1: KANAL ROUTE #1

Optionally use the Health Recharger, make a left, and defeat the two Metro Cops attacking the citizens. This yields the Pistol. Finish them both, use the Crowbar to break the wooden barrier, and ascend the steps, shooting an incoming guard through the mesh flooring. Turn right, and right again up to the surface, bringing down another Cop.



PISTOL: ACQUIRED!

HALF-LIFE 2: A CONDENSED WALKTHROUGH

Head out onto the concrete ground, leaping onto the train. Jump to the ladder on the opposite side, climb it, spin around, and attack enemy Cops on the other side, shooting explosive barrels to damage them. Move to the hut, smash the wooden boards, enter, and claim the ammo before tackling some Scanners with your Crowbar.



Move the debris or explode it, exit the hut, and shoot the barrels on the ledge through the mesh door. Open the door, run and leap the bent portion of the fence, and attack more Metro Cops on the opposite side of the tracks before entering a duct on

your right. Exit, blast more Cops, and at the start of the tunnel, drop down onto a pallet to break your fall.

Shoot the flaming barrel the Cops are rolling at you, bring them both down, avoid the Razor Tren, and climb the steps, moving around to a set of steps leading to a bridge over the tracks. Use your Crowbar to clear the debris, then your Pistol to drop all nearby Metro Cops. Exit the other side, drop down to the tracks, pause at the Recharger, and blast all remaining foes.



Wade or swim to the red carriage, climb it, and enter via the roof. A Vortigaunt heals you while Boxcar Joe provides information. Exit the carriage, crawl under the debris, and maneuver out to slippery mud under a bridge. Train your weapon right, to the tunnel with the bars on it. Bring down a Cop, sidestep looking right, and dash into the side entrance.



G-MAN ABOUT TOWN LOCATION #3:

On the TV screen the Vortigaunt is watching.



PART 2: KANAL ROUTE #2

Shoot down two Metro Cops in the tunnel after avoiding the turret gun, and move back and around to a ladder bringing you out behind the turret. Drop the Metro Cops, shoot the stack of barrels right and above you, and use the gun to shoot the wooden platforms, enemies, APC, and barrels. Once the APC starts firing rockets, jump to the ledge along the right side.



Follow the ledge along, dropping any remaining Cops, and move into the tunnel, avoiding Barnacles by shooting or dodging them. Search the Lambda Logo on the left of the tunnel for supplies. Head to the tunnel's far end and enter the large pipe on the left. Inside the overflow chamber, look up, dropping a Cop through the grate, and dive as barrels are thrown down at you.

Finish the remaining Cops on the grate, exit the overflow pipes, and pinpoint Cops up ahead, working methodically around, aiming at explosive barrels and collapsing the bridge. Watch for Cops dropping from the walls left and right before you enter an arched tunnel entrance ahead and right. Push an explosive barrel down the slick slope.



Shoot the barrel so it catches fire as a Barnacle grabs it, and it explodes, taking out the clump of Barnacles in the tunnel. Weave around to the exit, dive into the water around the wooden barricade, and swim to a ladder on the right

wall, under heavy fire. Plug a couple of foes on the left upper side of this waterway, then dive into the water on the other side.

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Swim to the ramp opposite and climb onto it, and start to shoot the Cops on the bridge. Or, sprint and leap the gap to the ledge on the opposite side. Either way, enter the concrete tube behind the ramp on the right, and place concrete blocks on a seesaw until it tips, allowing you to leap out to a Hunter-Chopper confrontation.



PART 3: |KANAL ROUTE #3



Slide down the sewer flow into a debris-strewn area, and either sprint and jump right over the barricade to escape, or hide while the Chopper fires, then sprint around the left side of the area, avoiding a Barnacle, to a door. Hide behind the barrels while being shot at, then pick them up and shove them aside, open the door, and head down to a ladder.

Pick up the supplies under the mesh floor, then negotiate the slippery tunnels, shoving explosive barrels down each slope and setting them alight to destroy the Barnacles. Head out the door and sprint left, into a concrete tunnel. Check for items by the burned corpse, then shoot the explosive barrel (stand back!), clearing a tunnel corridor ahead.



PART 4: |KANAL ROUTE #4



Hack into a chamber with Manhacks. After fighting the Manhacks, search the upper area of the room for items, then use the Crowbar on the Manhacks ahead, winding through the tunnel to an opening on the left. Go a little

farther along to a room on the same wall and ransack it for items, then return and enter this area. Head into the open and shoot the two Cops on the far ledge.

Move barrels and open the mesh door ahead, then swipe at the incoming Manhacks. Don't drop into the sewer tunnel. Instead, crawl to the upper duct ahead, move around (deal with a Manhack inside the duct), and maneuver out to a stack of supply crates. Retrace your steps, shoot the Cop as you exit the duct, then drop down and turn around.



Shoot the incoming guards, picking up the SMG that one drops. Turn right, enter the low sewage tunnel to claim a Grenade (don't use it yet!), and shoot a Zombie Torso. Exit, drop another Cop, and move to a containment pool. Avoid the mixing fan's blades and swim left, into a waterlogged tunnel. Swim to the end, turn left, swim to the end again, surface, and jump up.

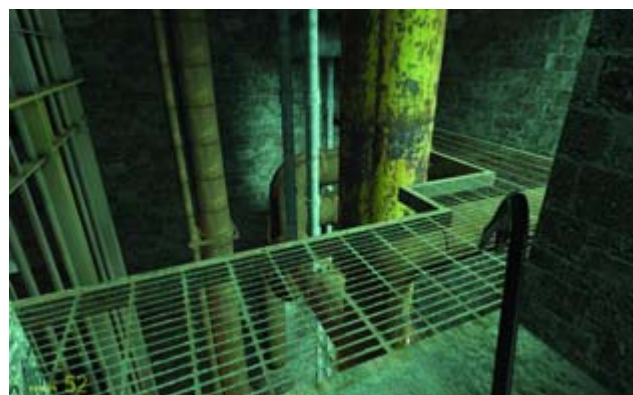


SMG: ACQUIRED!
GRENADE: ACQUIRED!

Locate the tunnel with the steaming orange pipe, look left, and bring down a Scanner and some Cops in the outside area. Rappel down and appear behind the mesh wall you negotiated earlier. Step up onto the pipe and walk along it to the left corner. Move a barrel so waiting Barnacles suck it up, then dash under or explode it.



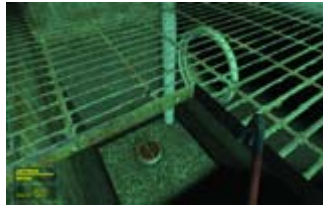
Drop from the pipe to the right, check the area for hidden supplies, then head into the containment pool and climb the ladder, detonating the barrels the Cops are rolling your way. Blast them, turn right and continue the executions, then enter a gate to the right. Head along to another gate at the end, letting Manhacks through, and destroy them all.



Weave through the duct work, checking the darkened chambers for supplies, then drop into a gray chamber. Use explosive barrels or methodical Crowbar swipes to destroy a group of Manhacks, then climb the ladder, shimmy across the pipe, and drop to a gantry. Move into an adjoining room: a deep area filled with pipes.

HALF-LIFE 2: A CONDENSED WALKTHROUGH

Drop down the pipes, landing carefully until you reach a valve. Turn it to fill the chamber with water, swim to the ladder behind you, and backtrack to the first chamber. Destroy more Manhacks, then descend through the grid via the ladder, swim through a tunnel, surface to catch your breath, then swim down to the bottom of the waterlogged chamber.



Use your Crowbar to smash the wooden slats that are stopping boxes and large spindles. Ride one up to the surface, and leap to the right side of the room, or else float two spindles, moving them so you can climb up the ladder on the left ledge, and

jump across them as stepping stones. Enter the doorway up the steps, on your way to exiting this sewer system.

CHAPTER 4:

WATER HAZARD

Inventory Pick-Ups

.357 Magnum, Gauss Cannon (Airboat only)

Friendly Encounters

Resistance Citizens
Crows
Vortigaunts

Hostile Encounters

Zombies
Combine Hunter-Chopper
Scanners
Combine Dropships*
Metro Cops
Barnacles
Combine APCs
Headcrabs
Manhacks

* Indicates first exposure to entity

PART 1: KANAL ROUTE #5

Drop down into the narrow sewer passage, face left and shoot a couple of Scanners and two rappelling Cops, jump up and left onto the concrete bank, break through the boxes while defeating Manhacks, and move into a curved brick chamber.

Enter the small, dark room in front of you, using the Flashlight to check for Barnacles. Secure items in here.



Climb the ladder to the plinth above the curved chamber, securing both item locations, then fall down to the ground in the second curved section and head out to a radioactive outlet. Walk across the corroded pipe to take more items, then

rendezvous with a citizen. Take ammunition from the Infinite Ammo Crate, then bring out your Crowbar.

INFINITE AMMO CRATE: ACQUIRED!

Enter the town, and whack any Headcrabs appearing, either from the ground or from the remains of a crashed parasite rocket. Continue around the winding ground, switching to the SMG as you encounter your first Zombies; aim for the head and don't stop shooting until they drop! Back up out of their reach, and dodge left or right if they throw scenery.



Complete the town tour by avoiding a dangling electrical wire and dashing through an electrified container. Don't stop until you reach a tunnel entrance. Inside, a citizen gives you the Airboat. Accelerate out around a large flat mire (optionally get out on either bank to secure ammo and defeat Headcrabs). Head to the gate barricade around the corner.



AIRBOAT: ACQUIRED!

PART 2: KANAL ROUTE #6



Step off the boat near the collection of crates, shoot the hiding Headcrab, then use the wheel winch to raise the barricade. Drive through into an inlet tunnel, stopping as you spot the red shack; a ladder on your right leads to a hidden

stack of items. Back on the boat, accelerate toward the ramshackle Station 7. Is that a suited figure?

G-MAN ABOUT TOWN LOCATION #4:

Standing on a pier in front of Station 7.



Ignore Station 7, or drive to the pier, climb up to the warehouse entrance, dodge two barrel-throwing Zombies, and enter the building. Use the wooden beams to nimbly maneuver to the inside roof access, watching for a crate with a loose board, and a Headcrab dropping down from above. Crowbar the barrel in the winch to loosen the item crate.



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Drop into the water, secure the crate items, and follow the marsh around to the right to a rickety ramp. There's ammo under here, and two Scanners to optionally tackle. A citizen drops goods from the bridge after the ramp, on the right.



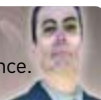
Take them, then park up at the seesaw ramp. Head left, up and into a metal tunnel. Push two blue barrels out the other side.



Hold a barrel and dive under the seesaw. Place three barrels to raise the seesaw ramp, mount your Airboat, and accelerate up and over the gap. Turn the left corner, and as a Dropship deposits Combine reinforcements, ram them on the right side of the path. Exit the boat and inspect an open pipe on the right wall. It leads to a grotto and a Zombie.

G-MAN ABOUT TOWN LOCATION #5:

Flickering on a giant tenement block screen in the distance.



Taking items from the Zombie grotto, return to the main path and drive your boat into Cops rappelling down on the right side, then turn the right corner, remain left, and shoot up and over a ramp. Ram the balconies along the radioactive section of mire, bringing Cops down in the process. Drive down the ramp and skid left, through the concrete structure, watching for Barnacles.



PART 3: | KANAL ROUTE #7

Follow the marshy path right, ram a pier the Cop is standing on, and stop at a substation gate. Get out, and either aim your Pistol at the gap in the gate, shooting a barrel beyond that causes a collection of steel beams to swing down and destroy the gate (thus avoiding substation combat), or enter the substation by heading up the ladder on the right and going in the door above.



Once in the substation, collect ammo and open the Infinite Ammo Crate to stock up on Grenades. Tackle the foes by two APCs (Grenades and well-aimed gunfire is the key here), then head into the garage, watching for Manhacks attacks through the windows. Defeat them and the Cops behind the glass, and enter the room with the Manhacks dispensers.



Fill up with Grenades and open the exit door. Shoot the enemy turret gun from the door at a distance, lob Grenades and take cover, hold a barrel to absorb bullets and run to cover, or push the cart on the left to get nearer and bring down the turret gunners. Check the containers on the right for items, then move to the door at the far end, behind the turret.

Four Cops are in the substation room beyond. Lob Grenades and shoot from the top of the steps, then head down and finish stragglers. Refill health at the Recharger, check the tops of the turbines for SMG Grenades, then head up the gantry steps on the left. Outside, shoot the barrel to release a cable tied to steel beams, which smashes the gate open.



Retrace your steps, moving to the turret and gunning down reinforcements, then head into the APC garage and use the APCs as cover as you lob Grenades, and lob more Grenades at the turret in the corner, then use it to defeat the final wave of foes. Check the torture rooms for goods, then flee outside, to the boat, and drive through the open gate.



Once through the gate, turn left, ignoring police on the bridge, choose either channel, and zip through, continuing along the canal and dodging APC rocket fire. Weave through the S-shaped canal as Cops rappel from bridges. Ignore or ram them. At the second APC, you can investigate the concrete drainage structure (items and an ambush occur here), or head right.

Keep your speed up, head right, leap the flaming barricade, proceed through the tunnel, swing right, avoid the falling car, ignore more APC and Cop fire, and aim for a tunnel entrance and boost through into the safety of an inlet channel.

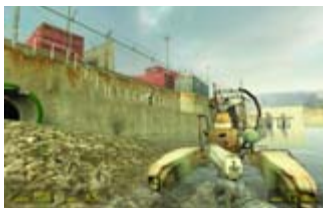


This ends at a large clump of debris. Swing right, get out, and remove bricks from a basket so it descends and you can claim the ammo inside.

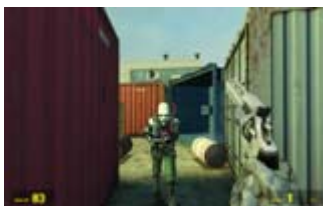
HALF-LIFE 2: A CONDENSED WALKTHROUGH

PART 4: | KANAL ROUTE #8

Back on the boat, drive to a gate with a tower next to it. It closes, forcing you to reach this tower. Shoot the Cop on the concrete jetty and pick one of two routes: short or long. The short route circumvents the base entirely. Park the boat near the outflow pipe, jump onto the boat, the pipe, and then onto the jetty, and lob a Grenade up into the gate tower.



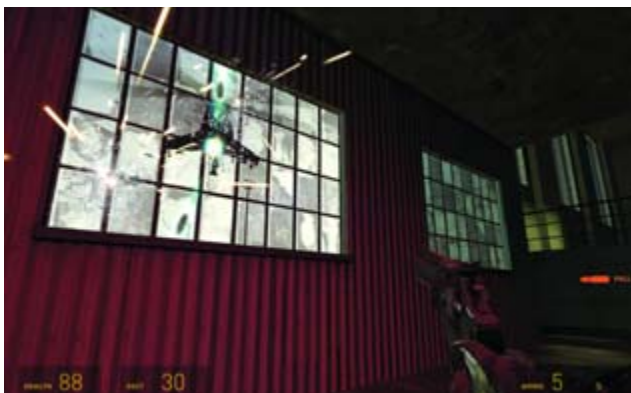
The long route involves securing the base. Park at the wooden jetty to the right, Crowbar the lock off the door, pick up the .357 Magnum from the table, and shoot three guards opening the door opposite. Head up the steps, ignoring the Hunter-Chopper, and weave through the containers, blasting Cops in your way. Enter the first container you can.



.357 MAGNUM: ACQUIRED!

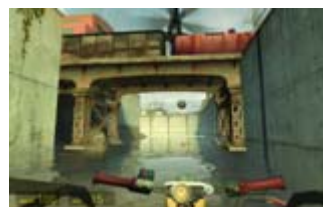


The container (with openings at both ends) offers respite to the Hunter-Chopper's blasts. Defeat more Cops, head out and left, and dive into the warehouse entrance. Head right, into a container, and blast the Manhacks and any Cops on the ground level. Then shoot any foes on the gantry up and right of the container. Stay at ground level.



Head to the corner of the warehouse left of the entrance, causing more enemies to appear at ground level. Blast them, use cover to tackle the remaining Cops on the opposite upper gantry, and head up, charging over the containers to tackle the final Cops before crouching and maneuvering through two chambers as the Hunter-Chopper fires on you.

Watch for a couple more Manhacks, then smash the crates at the entrance to some steps. Tackle three Cops on the steps, recharge at the base of the stairs, then dart out between Chopper fire, securing items and working around to the gate tower. Throw up a Grenade to clear the tower guards, then man the turrets to dissuade the Chopper, and open the gate using the switch.



Drive through the gate, then make a right, avoiding mines and a Hunter-Chopper's gunfire. Check the railway bridge above you; left is an alcove with items. Then follow the canal left, up and down a U-turn ramp, then on into a left turn and tunnel. The inlet tunnel ends with a wide expanse of river, and the Hunter-Chopper continuously hounds you.

PART 5: | KANAL ROUTES #9 AND #10

Head down the river, past the rusting boat on the left, then ram the bank and head over the shortcut left of the second boat. Continue until you reach a series of concrete pipe sections. Opposite these is a marshy bank with items, and more items at a dead-end wall on the left. Enter the pipes, steering right, and stop. Ram a rickety plinth for items.



Accelerate down the pipe and on top of it, keeping straight so you don't fall. Speed up at the Y-junction, head up onto the left bank of it, and drop down to a canal section, heading right. Head under the bridge, along the steep channels. At the narrow straight channel section, ram the left slope and head up onto a dead end containing crates. Exit the sluice channel.

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Find more goods to your left. Turn right, smashing channel markers and watching for Barnacles as you pass under bridges. Stay right, turning right too, until you reach a channel blocked by containers. Boost around and up the curved ramp and across to a warehouse above radioactive waters. Enter the warehouse to recharge.



Drive your boat down onto the radioactive waste, out of the gate, and turn left, speeding up as rockets hit two chimneys. As they topple, stay right, avoiding them, then speed into a tunnel. It winds around and you appear in a small encampment with a gate you cannot unlock. There is a ramp here to raise. Exit your boat and blast the Zombie.

PART 6: KANAL ROUTE #11

Defeat the Zombie in the concrete pipe part and climb the ladder on the far wall, leading to the narrow platform above a basket. Push the refrigerator into it, drop down to pull the lever, raising the ramp, and drive over it. Turn right, into a citizen stronghold, where a Vortigaunt welds a Gauss Cannon onto your Airboat.



GAUSS CANNON (AIRBOAT): ACQUIRED!

Shoot the Barnacles on your way out, then train your gun on the Hunter-Chopper and accelerate out and over the ramp and through a gate that closes behind you. Shoot the barrel on the left bank to destroy the Cops, then head up onto the right bank, ramming foes and securing the area. Inside the door on the right are goods to take.



Head back onto the boat, out into the radioactive water, and blast an APC if you wish, then turn right, shoot a rickety platform with two Cops on it, maneuver around a rock to the left, and enter a tunnel filled with Cops. Shoot barrels before you enter, then strafe the enemies on the upper tunnel entrance, then along the left tunnel bank, as you head inside.

Head back onto the boat, out into the radioactive water, and blast an APC if you wish, then turn right, shoot a rickety platform with two Cops on it, maneuver around a rock to the left, and enter a tunnel filled with Cops. Shoot barrels before you enter, then strafe the enemies on the upper tunnel entrance, then along the left tunnel bank, as you head inside.

PART 7: KANAL ROUTE #12

Strafe an APC as you exit the tunnel, head under a bridge around a corner as a Dropship flies past, turn right again, and strafe Barnacles as you pass under a number of bridges. The G-Man appears on a gantry here. Optionally step out and investigate the area behind the vats on the right. A dead citizen sprawls near ammunition. Now get back on the boat.



G-MAN ABOUT TOWN LOCATION #6:

On a small gantry near the second covered bridge.



Optionally drive over the tire defenses a Cop was guarding to a dead end, and shoot the Headcrabs and Zombies here before grabbing the ammo. Then drive up and left along a bank and ramp and into a tunnel, ramming Zombies and shooting Barnacles until you appear at a refinery facility. Ram your boat up and left as you emerge, avoiding the route ahead.



Or, you can drive through the fire, up the concrete ramp while avoiding barrels, and down the other side, ramming Cops, and skidding right, to a red container with supplies inside. Park next to the rusting trawler and shoot the APC on the wooden wharf until it explodes. Drive into the bay and blast a second APC above and behind you. Constantly move.

Park next to a red container opposite the bay entrance and shoot the barrels inside it. Back on the boat, drive through the gap you created, under the wooden wharf, and over a ramp, across to an upper tunnel entrance. Drop down, turn left, then right, ending your canal sortie at the reservoir. Here you begin to battle the Hunter-Chopper.



PART 8: KANAL DAM AND HUNTER-CHOPPER BATTLE

Stay on the right side as you enter the dam, checking a boat for supplies on either side. Drive up the ramp and land on the three rock columns for goods. Other supplies are scattered about: on the dam perimeter, in a concrete pipe, and near a rusting boat toward the middle of the reservoir.





Attack the Hunter-Chopper, moving constantly to avoid the bombs. Start a barrage of fire when it is far away, shoot until your gun overheats, then move out of its way as you recharge and it flies overhead. Keep dodging and firing until the Hunter-Chopper explodes, optionally hiding near rocks to avoid more gunfire and bombs.

Head to the gate and open it using the winch. Drive through to the dam building, and optionally investigate two sewage pipes to the left, below the dam building itself. The left one is open, leading to a run through radioactive water. Step left into a small cave where a Vortigaunt is cooking a Headcrab. You can converse with him for quite a while.



Drive up the wrecked wharf to the helipad area of the dam building, shooting two Cops by the entrance. Optionally enter, blasting Cops inside, recharging, and gathering supplies. Exit, driving around the dam building to a bridge,

and keep your eye out for a suited figure on the dam itself. Drive to the dam and lower the bridge.

G-MAN ABOUT TOWN LOCATION #7:

On the left side of the dam after the Hunter-Chopper battle.



Get out of the boat and head to the dam controls on top of the dam itself. Open one of the sluice gates, get back into your Airboat, and drive up a wooden ramp in the reservoir, and into the gap, dropping down the dam and landing heavily in the water below. You're near an electrical power plant, and the new headquarters of the resistance forces.



CHAPTER 5:

BLACK MESA EAST



Inventory Pick-Ups

Zero Point Energy Field Manipulator (Gravity Gun)

Friendly Encounters

Doctor Judith Mossman
Vortigaunts
Doctor Eli Vance
Alyx Vance
Dog*
Crows

Hostile Encounters

Scanners
Combine Hunter-Chopper

* Indicates first exposure to entity

PART 1: | BLACK MESA EAST (LABORATORY LEVEL)

Park at the Lambda logo, head up the ladder, and make a left into the gloomy area near the flatbed with barrels. Around the corner is the entrance. Mossman stops you at a decontamination area. She checks your condition and lets you in, chatting nervously. Ride the elevator down to Eli Vance's laboratory itself.



Eli and Judith chat, while you listen and explore the lab for clues and items of superfluous interest. Alyx arrives, and after a heated discussion with Judith, she takes you out of the lab to locate the Gravity Gun. Follow her as she passes the blocked entrance to Ravenholm, into an airlock, and out the other side.

PART 2: | BLACK MESA EAST (SCRAPYARD)

Through the airlock, Alyx gives you the Gravity Gun. Follow her instructions (and those in the Training section of this book), and play with the gun for a while, manipulating objects. Stack some to reach Alyx, then drop down and enter the large arena where Alyx introduces her "pet," Dog; a hulking mechanoid. Dog produces a ball (a deactivated Rollermine).



Play "catch" with Dog, following Alyx's advice until an alarm sounds and a parasite rocket lands in the courtyard. Retreat with Dog in tow, into the airlock, which jams. Dog wrenches the door open, allowing you to exit. Follow Alyx until a rock fall

blocks your path, separating you. She shouts to you to follow the path to Ravenholm.

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Dog lifts the entrance door to Ravenholm. Enter, blasting scenery to make a path down some stairs to a damp path and elevator shaft. Blast the lock to release the base of the ladder, and climb it to the top. You can bring Dog's ball with you as a weapon. Exit the elevator hut, entering the outskirts of the old mining town of Ravenholm.



CHAPTER 6:

"WE DON'T GO TO RAVENHOLM"

Inventory Pick-Ups

Shotgun, Overwatch Standard Issue Pulse Rifle (OSIPR)

Friendly Encounters

Ravens
Father Grigori*
Seagulls
Resistance Citizens
Leon at Shorepoint*
Alyx Vance (via video screen)
Noriko at Shorepoint (via radio)*

Hostile Encounters

Zombie
Headcrab
Poison Headcrab*
Fast Headcrab*
Zombie Torso
Fast Zombie*
Poison Zombie*
Barnacle
Combine Soldier*

* Indicates first exposure to entity

PART 1: | DARK ENTRIES

Move to the tree with the swinging corpse, blast the Zombie rising on the left, and enter the boarded-up shed. Create a fiery trap for the Zombies in the next room, or use saw-blades to slice them. Wind through the shed, tackling two Zombies without destroying explosive barrels near you, and head out into a small courtyard. Switch on the engine blades.



SCENIC DEBRIS (FOR USE WITH GRAVITY GUN): ACQUIRED!



The blades slice incoming Zombies, allowing you into another wooden building, engaging more Zombies and Headcrabs. Once they are all defeated, smash the plank on the exit doorway, maneuver down an alley to the right into another room, and face more Zombies. Retreat if you're close to the explosive barrels. Destroy all the Zombies, then head outside.

Father Grigori appears atop a burning pile of Zombies, shooting remaining enemies as you meet in the town square. Switch off the gas at the faucet nearby, and enter the building behind the pyre, below Grigori's exit. Inside the concrete building, defeat a number of Zombies inside the generator room, then remove debris and climb the steps.



Use radiators and other heavy (but compact) scenery to slam into a number of Zombies up here. At the top of the stairwell, optionally jump across the tops of the turbines to a hidden duct leading to supplies. Ideally attempt this after you work

through the upper rooms to a chamber containing Poison Headcrabs and a lever. Tug on the lever.



This shuts down the electricity on the fence below. Exit the building, fighting more Headcrabs carefully as you go, then head up the path by the pyre, optionally checking the building to the right to burn a Zombie in a cage and pick up goods and scenery. Switch the gas off at the alley faucet to stop the fire, and tackle three Zombies at the fence.

Climb over the fence and up the ladders attached to the building. Leap back, conversing with Father Grigori again, then head along a wooden plank, enter a window, and drop gas canisters on a Zombie below. Finish off the Headcrabs, drop down, and rip planks out of your way as you move outside. Flip a lever to raise a car on a winch, and again to drop it.



Grigori again. After listening to his ranting, move into a nearby window and ready your Crowbar.

Squash Zombies using this trap, then enter a central area with another car trap. Raise this second car, then jump on it, and either maneuver around the upper planks to a hidden stack of supplies, or move along the planks opposite until you reach

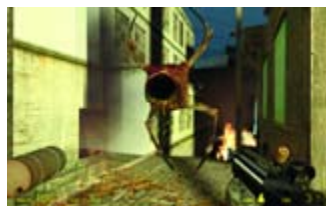
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PART 2: CENTRAL THOROUGHFARE

Whack a fast-moving Headcrab and move along the corridor to an attic room. Grigori is shooting Zombies on the roof to your right. Destroy the corpse slumped in the room, check the area for supplies, then move onto the window ledge and shoot any Zombies on this ledge. Look down and right, blasting a barrel so it explodes, pushing a car into milling Zombies.



Drop down on the left side of the ledge, deal with Headcrabs, check the narrow grating on your left for goods, then walk to the middle of the thoroughfare, shooting any stragglers and checking the dark alleyway and hut to the left for more hidden goods. At the far end, climb the ladder, turn around, and check an attic area to your left, above the thoroughfare.



Inside are more goods. Grab them, then exit onto the wooden planks and move to the window opposite. Drop in, blast a Zombie Torso, and enter a dissecting chamber. The corpses on the tables don't move. Head down the steps, then back up and deal with around six Zombies. Head downstairs again, into an alcove with supplies, then outside.



PART 3: WAREHOUSE DISTRICT

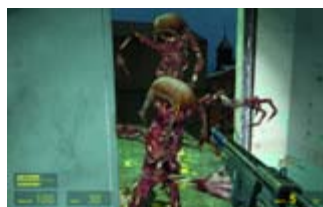
A new breed of undead stalks this district: the Fast Zombie. Shoot it before it slashes you, then inspect the outskirts of the warehouse building, down to the tracks where Headcrabs and Zombies are moving. Shoot them, check the area under the water tower for supplies, then head back to the warehouse and enter, moving around the ground floor and dealing with a single Zombie.



Work your way up the second and third floors of the warehouse, dealing with Zombies and Headcrabs; check all rooms on each side of the steps for more enemies and goods. At the third floor attic, attack Headcrabs with your Crowbar, then head out onto the rooftop to rendezvous with Grigori again. Catch the Shotgun he throws; use it on the Fast Zombies.



SHOTGUN: ACQUIRED!



Check the drainpipes of the building you're on; Fast Zombies climb these to reach you. When you're done, sprint and jump across to the water tower, and climb up to the rooftop beyond. Check both drainpipes here and the one on the building opposite for more Fast Zombies, and blast them in the head. Retreat into the doorway, and shoot a Fast Zombie smashing through the skylight.

After the battle, take a gas canister and ride down the elevator. Punt the canister into a Poison Zombie shambling about the street below, then attack the flaming Poison Headcrabs before vaulting over the fence via the car and plank of wood. Swipe a Headcrab as you move past a room containing a dead villager. Check it for supplies.



PART 4: TOWN SQUARE

Enter the passage, turn left, punt another canister into a Poison Zombie on your left near the small grassy area, and head into the town square. You are ambushed by dozens of Zombies, so immediately run around the alley to the right as you enter the square. Move up the steps to a small tower room and wrench the lever, moving a platform above you.



Drop down to the town square, and look for a stack of crates at the right side of the dark, lower area where a second Poison Zombie resides. Leap up the crates, and follow the path across and around the rooftops, blasting the Fast Zombies that interrupt your maneuvers. Stop on the small rooftop for supplies, then move explosive barrels out of the way.

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AFTERMATH

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DEATHMATCH

From the barrels, leap to the platform you moved earlier, and then across to a narrow series of rooftops on the left side of the street, moving to the far end and upward, blasting more Fast Zombies. Grigori shouts more words of encouragement. With all Fast Zombies downed, leap across to the metal balcony, staying right because the structure is unsafe.



Enter the room with the yellow peeling walls and collect saw blades and stick them in the doorway. Move through and use the blades to decapitate the Zombies roaming this passage. Head down the steps (usually launching a gas canister at the foes at the bottom), into a storage room, and then head up the ladder into a storage room. Slaughter Headcrabs here.



PART 5: CHURCH GROUNDS



move around the outside of a warehouse then into it, collecting ammo and ascending to the roof.

Move to a lever and listen to Grigori's instructions. While the cradle he's sending slowly moves to your location, check the two drainpipes for Fast Zombies, and blast them before they reach you. After around six of these fiends are downed, jump into the cradle, wrench the lever to move the cradle back, then drop down onto the ground and meet up with Grigori and his ammo collection.



PART 6: GRAVEYARD

Follow Grigori over two fences and into the graveyard, staying close so you can defeat the countless Fast and regular Zombies that appear. Don't let Grigori be overcome by these foes, so help him, and carefully work through the graveyard, stopping at the stone plinth in the corner to blast barrels and catch the undead alight.



Battle to the crypt at the graveyard's far end, where Grigori releases the gate while you defeat a Poison Zombie and other lurking threats. Head through and up the door, open it, and enter an abandoned mine shaft. Drop down along the sides, aiming to land on the wooden beams, as dropping all the way down results in a messy death.



PART 7: THE MINES



The floor of the mine is covered in Headcrabs, so land on the gantry above and move to a small elevated hut with ammo and supplies, and then drop down, heading for the steps across on the opposite side of the cavern. Stay here and blast

incoming Headcrabs, then leap to and over the crossbeam leading to a tunnel. At the corner, stop and shoot more Headcrabs.

Use the Gravity Gun to suck supplies across the hole, then drop down into the waterlogged area and swim until you spot a Barnacle's dangling proboscis. Get it to wrap around you and drag you up, destroy it before you're eaten, and drop down to a tiny ledge with a dead body and supplies. Now drop down and swim out to a small fire and the mine shaft exit.



Flick the switch to send the bladed mine cart up and down, then follow it up (remember to duck as it heads back!), watching as Zombies are sliced in its blades. Continue to the top of the shaft, where further Zombies await. Exit into the daylight, and at the start of the railway, check the tunnel entrance behind you for supply crates.



PART 8: RAILWAY SIDINGS



Blast the Fast Zombie off the carriages, move to the corner, move under the bridge, then stop, look up, and lob a Grenade into the opening with the blue laser extruding from it. This defeats a Combine Sniper. Now move down the tracks, seeking cover on the left, crouching under the carriages, and taking care of a Headcrab while avoiding Sniper shots.

HALF-LIFE 2: A CONDENSED WALKTHROUGH

Crawl to the foot of another bridge, head up into an open carriage, lob a Grenade to dispatch another Sniper, then run into the tunnel, through carriages to a small fire where a Zombie and two Combine Soldiers are battling. Destroy them all, collect supplies and the Pulse Rifle, and then head out of the tunnel to a scrapyard known as Shorepoint.



OVERWATCH STANDARD ISSUE PULSE RIFLE (OSIPR): ACQUIRED!

Run to the white van to stock up on goods, then dash along the tracks to neutralize a Soldier before checking to spot the G-Man. Backtrack to the scrapyard and shoot the barrels or launch them into three more Soldiers, or drop them with SMG or Pulse Rifle fire. Hop over the wrecks and train your gun on the entrance to the left side.



G-MAN ABOUT TOWN LOCATION #8:
Beyond the last railway carriage moving into a tunnel.



Enter the Shorepoint doorway, bringing down a Soldier inside, and enter the warehouse area. Three more Soldiers are engaged in combat with citizens. Tackle the Soldiers immediately, expertly dropping each of them in turn and then

rendezvous with Leon, who brings you inside Shorepoint itself. Collect supplies, then ready yourself for a drive.

CHAPTER 7: HIGHWAY 17



Inventory Pick-Ups

Tau Cannon (Scout Car), RPG, Crossbow

Friendly Encounters

Noriko at Shorepoint (crane operator)
Resistance Citizens
Vortigaunts
Colonel Odessa Cubbage*

Hostile Encounters

Antlion*
Carnivorous Leech*
Poison Zombie
Poison Headcrab
Combine Soldier
Combine Armored Personnel Carriers
Combine Gunship
Rollermine*
Combine Dropship

* Indicates first exposure to entity

PART 1: SHOREPOINT BEACHHEAD

Check the Scout Car for supplies (SMG ammo on the back), then enter it, and once the crane drops you onto your head, get out and blast the car back on its wheels with your Gravity Gun, then shotgun the appearing Antlions and climb back on board. Avoid driving the vehicle into the ocean (you're devoured by Leeches!); instead practice steering.



SCOUT CAR: ACQUIRED!
TAU CANNON: ACQUIRED!

Head to the boat, go up the tarmac hill, and turbo over the broken bridge, then go up and right to the main roadway. Stop before you reach the tunnel at the small hut, and ransack it for goods. Accelerate into the tunnel and out the other side. The road crumbles abruptly, forcing you down onto the grass and sand. Shoot Antlions with your Tau Cannon.



PART 2: NEW LITTLE ODESSA



Locate the long black obelisk and press the button on it. This is a thumper, and it removes the Antlion threat from your immediate vicinity. Optionally enter the dilapidated building via the cellar doors at the far right end, jump up through the floor, and defeat a Poison Zombie and Headcrabs above you. Collect supplies, exit, and drive through the white fencing.

You drop down to another beachside valley. Accelerate over the boat, look for another thumper, and switch it on. Park near the warehouse and ascend the hillock to the small dwelling. Shoot a gas can or your Shotgun at two guards, then tear apart the remaining Combine recon force inside the building. Peer through the binoculars, check for goods, then leave.



G-MAN ABOUT TOWN LOCATION #9:
Meeting Colonel Odessa, observed through binoculars.



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Exit the building, watching for Antlions and Seagulls soiling your ride, then drive around the beach and park up at another thumper, watching Combine and Antlions battling. Optionally ram the Combine, or hide behind the APC and lob

Grenades or shoot them. Then enter the boathouse, and use your Gravity Gun to grab supplies from inside a rickety boat.



Follow the coast around to ramshackle windmills and a gap in the cliffs to your left, and drive up, and into New Little Odessa. Check the grounds for supplies and rockets, then enter the main building, heading down to the basement to meet

with Colonel Cubbage. He gives you a Rocket Propelled Grenade Launcher just in time; the Combine is attacking!

ROCKET PROPELLED GRENADE LAUNCHER: ACQUIRED!

Destroy a Combine Gunship by striking it with three (or five or seven, depending on your difficulty setting) rockets. Wait until the craft stops firing, step out from cover, and shoot, then use alt-fire to spiral your rockets into the craft. "Corkscrewing" the rockets ensures that the Gunship cannot blast the rocket while it is in midair.



Move to resistance citizens for health and more ammo, or search the settlement for rockets and health, and continue your barrage until the Gunship explodes. Meet with Cubbage again, then enter your Scout Car and wait for the gates

to open. Drive out of New Little Odessa, and follow the ravine down to a small lake. Defeat Antlions near a crashed car.

PART 3: | NORTHERN PETROL FACILITY: 137 DOCK

Grab the crate of supplies near the car, then drive along the lake's left side around an abandoned APC, and ram two Combine Soldiers. Park at the thumper, near the giant crane, and turn the thumper on. Head up the pier ramp and engage the Combine in battle. Head to the small closed hut and blast more Combines, then climb up a small ladder to the main pier.



Shoot an RPG round at the Combine on the crane, then move to the crane itself, climb the ladder, enter the cockpit, and use the crane arm and magnet to pick up your car and drop it on the other side of a wooden bridge, near a large

warehouse. Then pick up and drop containers or steel beams on the Combine by the warehouse. Drop the bridge with your magnet, too.



Exit the crane, dash to your car, drive into the warehouse and run over or zap Combine Soldiers with your Tau Cannon, then enter the hut inside the warehouse to open the side door. Drive out, right, and up a ramp, then through a second

warehouse and a window, running over more Combine Soldiers as you go. Optionally stop to collect supplies.

Continue along the road, and turbo over a bridge as a Gunship appears. Drive along the road until you reach the remains of a pile-up. Exit, restock your rockets at the white van, and engage the Gunship, using the corkscrew technique to defeat it. Use the Gravity Gun to knock the vehicles out of your path, then drive through the gap, to a tunnel. Optionally stop at a blue van to re-supply.



PART 4: | MOUNTAIN ROADS AND PETROLEUM STATION

Out of the tunnel, drive to the base of the hill, get out, and use your Gravity Gun to detach three or so Rollermines, punting them into the ocean. Optionally step to the dwelling, defeat three Soldiers outside, lob Grenades through the windows flushing a couple more foes, then hole up in the attic until all enemies are slain. Return to your car.



Drive along the road, up the mountainside, watching for a truck exploding, then ram any Soldiers you see. Get out and break open crates, then return to your car and drive through the tunnel and out the other side, stopping at the near end of

a bridge near a small earth mound and a road blockage. Scurry to the top of the mound and secure the Crossbow.

CROSSBOW: ACQUIRED!

HALF-LIFE 2: A CONDENSED WALKTHROUGH



Use your Crossbow to shoot the Soldier from the billboard, clear the road with your Gravity Gun, and drive to the force field. Get out and move to the garage, using cover, and blow up the pumps. Step back and head around the right side to the far building, and force Combine Soldiers out by lobbing Grenades through open windows. Mop up.



Either shoot the APC or the block stopping it from moving, so it rolls down the cliff, into the ocean, and rips the power from the force field, allowing you to enter the car and head up the mountain road to another tunnel. Upon exiting, dodge Dropship gunfire and round a corner, driving straight into an enemy Soldier. Keep going to the small lookout by the bridge.

PART 5: CLIFF-TOP LOOKOUT AND BRIDGE

Expect Combine retaliation here. Drive to the garage and take cover, then blast the Soldiers in the garage, and stay in partial cover, watching for Grenades, and fire on foes coming across the courtyard. Clear the area with rockets, then resupply at the Infinite Ammo Crate. Then head under the house via the cliffside path to the green door.



Cross the bridge via the lower girders, as the top is blocked by a force field. Drop down to the right gantry that's fallen to the span, and head up, left along the outer span, then down a ladder to your first hut. Resupply with rockets, then follow the girders up to the next hut. Beware of Headcrabs as you go. Fire at Combine Soldiers on the far side.

Maneuver along the right gantry to the other end of the span, and go downstairs. Head through the door into a storage chamber, and shoot barrels on the upper left to bring down debris onto Combine forces. Fire at them as you head out of the room, along a gantry, up the stairs, and along the outside. Enter a stairwell and at the top, drop more foes.



With enemies purged, use the Gravity Gun to suck the plug out to drop the room's force field, then switch the bridge's force field off at the controls. Don't forget! Then head out, shooting a foe on a turret attached to the bridge, and backtrack, shooting reinforcements as you go. Follow the same path under the bridge as you took on the way in.



Halt your progress at the low hut under the bridge, and shoot the Gunship using corkscrewing rockets, then continue back to the cliffside settlement. Beware of Antlions, Zombies, and Combine Soldiers. This is an alternate place to destroy the Gunship. Drive up to the bridge (or stop and check the supplies in a fenced area behind you).

Drive along the tracks, being careful to turbo and skid left to avoid an oncoming train. Or, you can skid 180 degrees around and drive out of the way, but this is actually more difficult. Drive to the left of the tunnel, down to a series of segmented road supports. Head up the ramp, and into another long tunnel. Your drive only gets more frenetic from here on!



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SANDTRAPS

Inventory Pick-Ups

Pherapod (Bugbait), Sentry Gun (Emplacement)

Friendly Encounters

Resistance Citizen
Sandy
Lazlo
Vortigaunt

Hostile Encounters

Zombie
Fast Zombie
Headcrab
Fast Headcrab
Combine Soldier
Rollermine
Combine APC
Combine Gunship
Combine Dropship
Antlion
Antlion Guard*
Manhack

* Indicates first exposure to entity

PART 1: COASTAL WILDERNESS

Enter the tunnel and either ram through the rusting cars, or step out and blast the incoming Fast and regular Zombies. Sidestep right to a small cubbyhole and enter a hut with supplies; use this shelter to defeat the small horde of once-humans shambling in this area. Step out, clear the way using your Gravity Gun, and drive off.



Speed out of the tunnel and down a road, avoiding the accident, and optionally stop at a cliff-top house on your right. Destroy the two Combine near the parked APC, then enter the house via the hole in the wall. Climb to the top floor, watching for Rollermines heading in through windows and holes. Catch and punt them with your Gravity Gun.



Collect any goods from the house, and optionally drive down to the beach for more supplies near a rusting ship, then head back on the road to a Combine roadblock. Take down the guard on the tower with a Crossbow from range, then

shoot the second guard on the balcony before dashing around the left building and using this cover to bring down more Combine.

Secure the building to the left, then blast the remaining Combine coming out of the wooden hut near the beach, secure the area, and search for supplies. Trek back to your vehicle and ride through the checkpoint and around the uneven road, avoiding the fissure. Stop or drive around the tanker blocking your path, then get out and engage Combine ahead.



Around six Combine Soldiers are being deployed from Dropships; defeat them at the gate to the far end of this ramshackle settlement, then head inside the single building. You need three batteries to open the gate (or bounce the Scout Car around the right side of the gate using your Gravity Gun instead). There are five batteries to find (but you only need three):

Battery #1 is already connected to the circuit. Battery #2 is on the bed to the right. Battery #3 is outside under a bath. Battery #4 is atop the windmill attached to the building (suck it with the Gravity Gun). Battery #5 is near the destroyed tanker, under the hood of the rusting car. Fit the batteries in and switch them on. Then drive through the open gate.



PART 2: LIGHTHOUSE POINT



Head into and out of a tunnel around a bend and into a garage, meeting resistance forces. They instruct you to watch for Combine reinforcements, so take cover against a low wall and wait for the first drop. Stay in cover, but keep

watching as around five foes are deposited, and defeat them all. Use your friends to give you ammo and health.



A second Dropship delivers another squad of foes on the road itself. Use cover and blast them, ideally with your friends attacking in a crossfire, then head into the largest building near the lighthouse and

HALF-LIFE 2: A CONDENSED WALKTHROUGH

use the windows as cover, blasting more foes as a third Dropship delivers its payload. This building contains a number of crates with supplies to replenish your stock.

Head up the path to the lighthouse as a final Dropship delivers Combine foes; make short work of them with a couple of well-planted rockets. Then enter the lighthouse and climb to the top, pausing only to refill your rockets. Take down a Gunship using corkscrewing shots. Restock on health and ammo and head back down, then go to the lighthouse basement.



PART 3: VORTIGAUNT CAMP



A friend opens the lighthouse's secret door as a Dropship removes your Scout Car. Ignore this and concentrate on maneuvering along the cliff side, dropping down to a crate and avoiding a Headcrab. Enter the small natural tunnel and go out

the other side, continuing to a set of large flat rocks on sand. Do not step on the sand unless you wish to engage Antlions!

A human named Sandy (appropriately enough) is clutching his friend Lazlo at the start of these stones. Shoot the Antlions that appear, or leave the humans to die, then nimbly jump (sometimes using the sprint function of your suit) from rock to rock. If you hit the sand, step back on a rock, and bring your Shotgun out to dispatch around three appearing Antlions.



Follow the rocks down a gully, checking the left side for crates you can suck in with your Gravity Gun (use pallets as platforms to reach areas you wish to investigate), then when you reach a seesaw, jump to the middle of it, and anchor the crate on the far end behind you instead, so you can leap to the rocky outcrop. Then check the hut by the beach.



There are supplies here, and more on the beach. Retrace your steps, and across the rocky outcrops, take a long plank and position it over a gap to a hut. Check the hut for supplies, then lean the plank on the hut and run up to the roof for more

goods. Drop down to the hut across from this building, using the pier and plank to reach higher ground.

Now run to the white building and switch on the portable generator, powering the thumper. Race to the thumper, then optionally go down to the rusting boat by the beach for more goods. Dash back, then climb the upper ground leading to a second, enclosed sandy area. Drop down, and step on the sand. You have Antlions and a Guard to contend with here!



Race to the far end of this sandy area so a resistance citizen can train his turret on the Antlion Guard and Antlions, then attack the Antlion Guard with rockets, explosive barrels, and Shotgun blasts. Strafe constantly and avoid those headbutts! Keep the fight going until the Guard topples, finish the stragglers, and wait for a Vortigaunt to extract Pheropods from the corpse.



PHERAPODS (BUGBAIT): ACQUIRED!



Follow the Vortigaunt through the doorway and into a camp. At the top of the camp, follow the Vortigaunt's instructions for controlling Antlions, then wait at the log gate for it to be raised. Use Bugbait to summon your squad of Antlions, and step into a long tunnel. At the far end, step out into twilight gloom, and head toward the thumper.

PART 4: NOVA PROSPEKT WATCHTOWERS

Switch the thumper off, allowing the Antlions to follow you, then do the same at the next thumper. Now proceed along the beach until you spot a Combine gun emplacement; charge around the side of it, incapacitating Soldiers with Bugbait and letting the Antlions chew them up. Use the Sentry Gun inside to provide supporting fire.



At the second emplacement, check the area for goods and an entrance to a concrete tunnel system lit by red flares. Throw Bugbait to the far end so your swarm defeats the Combine Soldiers there, then attack Manhacks buzzing the area. Check the tunnels for supplies then exit, winding around a cliff path to another emplacement. Secure this now.



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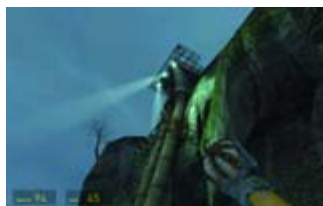
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Turn the corner, watching the valley ahead for Combine movements. Charge forward, throwing Bugbait to the center of the area so the Antlions attack. Then shift left and around the back of the emplacement and down enemies, including those incoming from a Dropship. Secure the area completely before continuing up a narrow cliff path.



Leap the gap, head up the narrow path to a campfire, slaughter the Zombies here, and collapse the wooden frame. Leap on it to get up to the base of a rock wall and Combine gantry. Throw Bugbait to the gantry, climb the ladder, and then drop to a grassy ledge with supplies. Wind up to a sewer outflow pipe and destroy a Fast Zombie.



PART 5: NOVA PROSPEKT ENTRANCE YARD



With your Antlions in tow, wind through the pipes, climb the ladder, and enter the prison yard, throwing Bugbait into the watchtowers to take down the Combine Soldiers up there. Head up into the courtyard, switch to regular weapons, and blast Soldiers, then throw Bugbait up to the gantry on the roof of the main building. Collect supplies by the wall.



Smash a corner window, throw in a Grenade, and secure this small room, then blast the enemies in the room ahead and above you as you wind counter-clockwise around the base. Throw more Bugbait on the roof above and behind you, pass the upturned open container and take health, then ascend the steps to the red Nova Prospekt sign; more enemies are here.

Use Bugbait on them, then bring out your Rocket Launcher as three Gunships appear in the skies. Keep moving, use the Infinite Ammo Crate to replenish your rocket supply, and corkscrew rockets into each Gunship, taking them down one at a time. Maneuver around the entrance yard if you wish, avoiding their ordnance until all are destroyed.



Once the Gunships are taken out, look for the hole in the wall and the fire behind it. Switch the fire off at the faucet and step through, around a series of pipes and another small fire, then to the entrance to the interior of the Nova Prospekt prison. Here you'll finally rendezvous with Alyx and secure the future of Eli Vance...and humanity!



CHAPTER 9:

NOVA PROSPEKT



Inventory Pick-Ups

Sentry Gun (hostile)

Friendly Encounters

Antlion
Alyx Vance

Hostile Encounters

Headcrab
Sentry Gun
Barnacle
Fast Headcrab
Antlion Guard
Combine Soldier
Manhack
Dr. Breen (via video feed)
Stalker (via video feed)
Combine Elite (via video feed)
Poison Headcrab
Poison Zombie
Zombie

* Indicates first exposure to entity

PART 1: CELLBLOCK A LEVEL

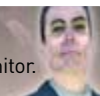
Enter the cellblock, move to the end, turn and head down the stairs, and look for the hole in the left wall. Use your Crowbar on a Headcrab. Clamber through the hole and through a command room, following the "exit" sign until you see two Sentry Guns behind a barred gate. Knock over the guns as Antlions prowl the area, then head up the stairs until you cannot go any further.



Head over the mesh fence, past a second gated corridor (two more Sentry Guns can be toppled), to Cellblock A3. Pass by the command room, or head inside for supplies. Here you can optionally check the cameras on the monitor, where the image of a suited man appears. Head out down the corridor, looking for a new stairwell to climb up.

G-MAN ABOUT TOWN LOCATION #10:

At a side window, near double doors, viewed on the monitor.



HALF-LIFE 2: A CONDENSED WALKTHROUGH

After checking the cells for goods, head into the cellblock and out of the open gate at the far end. Head to two Sentry Guns, knocking them over, and go through the door behind them. This leads to a water-logged area. Wade through, watching for Barnacles, or leap across the tanks on the left, halfway down the initial steps. Exit via the gantry platform.



Head up through the hole in the ceiling and turn to face a deluge of Fast Headcrabs. Defeat them and move into a three-floor prison area. Head upward, but fire scenery at the Sentry Guns to topple them. Stop at the double doors (where you spotted the G-Man) and Crowbar the wood on the window to the left. Head inside for some supplies, then out again, and up to a storeroom.



PART 2: SHOWERS AND INTERROGATION CHAMBERS



Crowbar a Headcrab, and run down the corridor with the mesh wall on your right. Drop down into the showers, arming yourself with the Gravity Gun, and begin a fierce battle with an Antlion Guard. Avoid its charge and fire scenery at the beast's head. Shotgun blasts are also advised. After the battle, clear debris from the double doors.

Head through, switch to Bugbait, and summon Antlions from the holes in the ground. Move up the steps to the interrogation chamber and throw Bugbait so the Antlions attack the Combine in this area. Move forward along the left wall, and knock a Sentry Gun over (pick up a barrel as cover). Finish off the Combine in this zone, then move to the side entrance.



Throw Bugbait in the secondary cellblock, and follow up the Antlions by shooting the remaining Combine forces. Unplug the force field, and at the small security room next to the torture chair, flick the switch to unlock the door, and head upstairs to the command room. Use Antlions to trip the laser wire, then engage Combine in combat up here.

Hit the switch to open the last gate downstairs near the Sentry Gun and backtrack here, knocking over the Sentry Gun beyond the gate, then doing the same with the guns beyond the force field. Crush the Combine Soldiers in the area. Once the area is secured, find the low duct entrance on the far wall and crawl inside, heading to a spinning fan.



Jam the fan mechanism with a shovel or bucket, crawl through to the duct exit, blast a foe, then unhook the plug from the wall, allowing your Antlions to follow you to the next section of the prison. Check the area for supplies before you continue.

Fully replenish your health and ammunition before tackling the Cellblock B level.

PART 3: CELLBLOCK B LEVEL

Throw Bugbait to the top of the stairs, follow your friends up, then step to the left as they engage Combine forces. Throw Bugbait to the balcony on the upper right to finish another foe, and keep squeezing the bait so reinforcements arrive. Step out, throw bait so the Antlion trips the laser wire ahead, and throw bait into the turret gun to incapacitate the gunner.



Defeat the gunner, then head right into a side chamber. Right again is a corridor. Step through and sidestep right, out of range of the two Sentry Guns at the far end, then move and knock them over, turn right and head up the stairs, and engage Manhacks. Optionally use them as a chainsaw, churning into Combine Soldier flesh at the balcony corner.



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Head around the corner toward the turret gun you just avoided. More Combine are here, so use a barrel as cover, race to the balcony middle, and sidestep into a cell. Now throw Bugbait and slaughter the Soldiers, dash up the stairs, and secure the area. Turn around and continue along the upper platform. Head left, into another side area.



Round the corner and lob a Grenade to flush three Soldiers out. Defeat them all, then move around this corridor to the right, back to the main upper platform, and engage a set of Soldiers in the command room across the small bridge. Use a

barrel as cover, force yourself forward, and slam the door shut to remove the Sentry Gun threat. Then drop all foes.

Use the monitor to look at pictures of tortured corpses (Stalkers) and the rooms ahead. Then resupply and head out of the command room. You may have to take out additional Soldiers during this time. Check the entire area for crates and then summon more Antlions, moving down the corridor away from where the Sentry Gun was positioned.



PART 4: LAUNDRY FACILITIES

Summon your team of Antlions and throw them at the Combine behind cover. Then step through the corridor with the two Sentry Guns at the far end, sidestep right so you aren't hit by them, and move along the parallel corridor. Neutralize a laser mine, then open the door behind the Sentry Guns, knock them over, and summon your friends.



Enter the large laundry room area, tossing Bugbait at foes you can see while you remain on the room's left rim, tackling foes and knocking over the Sentry Gun at the far end. Finish up combat by defeating remaining Soldiers on the upper balconies, and ensure all enemies are defeated before inspecting the side ground passage for supplies and a Poison Zombie.



Head up the laundry steps, go through the exit door, and lob Bugbait at more troops. Head down the corridor, turning right, and mix your attacks with Bugbait and Pulse Rifle shots. Bring down foes in the corridor and in the storage room to

the left, then step through to the kitchen area, lighting the gas to create a firestorm in that room. Optionally enter and knock the Sentry Guns over.



Leave via the hole in the kitchen wall, watching for laser wire, and train your SMG Grenade on the entrance ahead. Drop the incoming Guards, then run up the steps. Go left and up more steps into a command room, and defeat two Soldiers up here.

Resupply, then locate the broken window, jump through, and land in the wreckage of the cafeteria area.

A squad of Soldiers is brutally massacred by an Antlion Guard. Wait until combat is over, then attack the beast with Shotgun blasts, scenery, and explosive barrels. Once it's defeated, head to the rubble on the room's far side and crawl through the open gates, collecting any supplies you find. Then head toward a large Combine wall.



Move down the dilapidated steps, striking down a Zombie, then use your Gravity Gun to move a crate or other piece of scenery under an opening above, opposite the crushing wall. Quickly leap onto the crate and into the opening before you're crushed. Then drop down the flaming rubble, striking a Headcrab and heading toward a female figure.



CHAPTER 10:

ENTANGLEMENT

Inventory Pick-Ups

Sentry Gun (hostile), Sentry Gun (friendly)*

Friendly Encounters

Alyx Vance
Dr. Eli Vance
Dr. Judith Mossman?

Hostile Encounters

Combine Soldier
Manhack
Headcrab
Fast Headcrab
Zombie
Barnacle
Combine Elite*

* Indicates first exposure to entity

HALF-LIFE 2: A CONDENSED WALKTHROUGH

PART 1: NOVA PROSPEKT CELLBLOCKS

Head under the balcony and along the duct under the tracks. Watch Alyx take down a guard, then follow her through the door and into an elevator. Ride it up with her to the next floor, step out, and engage a trio of Soldiers; use fast-firing weapons and Grenades. Defend Alyx while dropping them and a second couple of foes in the hole on the left wall.



Alyx uses the computer terminal to find the pod containing her father. Check the adjacent corridor for supplies, then follow Alyx as she disables an energy wall, runs along a corridor and up the stairs, and begins to battle another group of enemies at a second energy wall. Make sure Alyx isn't wounded during this confrontation. She opens up the second wall.



Stand so you and Alyx are shooting from two different directions, creating crossfire, for best results. Once the battle is over, Alyx rushes down another corridor, to a side door on the right (check other doorways for supplies), and brings up her imprisoned father. She sends her father to the teleportation room. Now you must both search for Dr. Mossman.



After Alyx hacks a door, step through and maneuver through the debris-filled corridor to the first command room as Alyx chats with you. Check the corridor area for side rooms with supplies, then use the Gravity Gun to remove two bookcases, which reveal a hidden duct behind them. Open and crawl through the duct, using a Crowbar on the Headcrabs inside.



At the other end of the duct, throw a Grenade or shoot scenery at the laser wires to trip them, Crowbar the Headcrabs, and drop down, optionally throwing a Grenade up and through an open window on the right, knocking over two Sentry

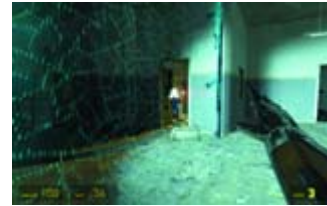
Guns in the next room. Then maneuver around the opposite corner into a second command room. Combine are incoming!

Step into the room with large pipes on the left and a gate to the right. Combine and two Sentry Guns are through the gate, so coax Soldiers out into the darkened room and dispatch them, making sure they don't surround you. Locate



the narrow passage through the gate, and lob a Grenade around the corner to drop two more waiting foes.

Enter a small L-shaped room and blast the foes inside, then use Grenades to dislodge the plug and disperse the energy wall. Move to where the plug is, and lob another Grenade around the corner to topple a Sentry Gun. Step around into the long corridor where you toppled two Sentry Guns previously. If they aren't neutralized, use Grenade throws.



PART 2: NOVA PROSPEKT COMMAND SECURITY POST

Walk to the gate, checking for supplies, walk to another gate, then walk up steps to the first security post. Drop two foes inside here, and follow Alyx's instructions. Take (don't use the Gravity Gun) two Sentry Guns, and position them in one of four places: at a 45-degree angle covering the top of the left or right steps, or overlooking the left or right side of the command post.



SENTRY GUN: ACQUIRED!

Soldiers pour in from the lower level to the left and right. Stay back and manage both Sentry Guns. If you hear one firing, step to it and watch it drop foes, and follow up with your own fire if need be. During the combat, the guns bleep when they are toppled by charging foes or Manhacks. Right the Sentry Guns, then blast the enemies responsible.



Keep this up for a couple of minutes until all foes (including ones atop balconies opposite) are defeated. Alyx joins you, hacking into the computer, and uncovers a shocking double-cross! Once she drops the energy wall, optionally take a

Sentry Gun with you (for a confrontation to come), and head left, down a corridor to a door.

Fire the Sentry Gun at the base of the stairs, hack Headcrabs apart, then enter the long waterlogged room. Blast the Sentry Gun all the way to the end, then drop onto a pipe and jump across to the walkway opposite (watch for a Barnacle and Headcrabs). At the water's edge, use the Gravity Gun to position blue barrels as stepping stones.



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Stay out of the water so you aren't electrocuted, and leap from a barrel to the steps, collect the Sentry Gun, and enter the room of Zombies, stepping back and dropping them from safety. Collect supplies, and ascend the stairwell, shoving boxes away, and move across to a second security post. Inspect the command room for goods first.



Then move to the left balcony, shoot the Combine on the cellblock platforms, then drop down to ground level, and set up the four Sentry Guns (three, plus the one you carried). The optimum position is in two L shapes on the right side of the

cellblock, so each set of two guns points at 90 degree angles, cutting off incoming foes in all directions.

Dash between the two sets of guns, making sure they aren't moved by enemy Grenades or Manhacks, and offer fire support for a few minutes as you're attacked by waves of enemies. Keep the assault going until Alyx joins you, then replenish your health and supplies before following her down the steps to a darkened storage corridor.



PART 3: NOVA PROSPEKT TELEPORTATION CHAMBER

The Combine kill the lights, so switch your Flashlight on, arm yourself with the Pulse Rifle, and take the fight to the eight or so foes in this chamber, sidestepping into cover to avoid fire. After combat, check for goods then ascend the steps, following Alyx as she hacks various terminals and eventually tracks down Mossman. The ensuing argument isn't pretty!



After the altercation, step into the teleportation chamber as Eli arrives and is kidnapped by Mossman, while you and Alyx have to fend off more Combine forces. Place three Sentry Guns: drop the first in the far left corner (from the teleport),

facing the door. Place the second just left of the teleport, facing the steps and another door.

Place the third to the right of the teleport, facing the final door. Then repel the enemies, using your weapons and keeping the Sentry Guns upright until the teleport powers back up again (check the floor energy bank to see it filling up). Step into the teleport when Alyx shouts to you, and ride the device out from Nova Prospekt just as the Combine Elite arrive....



CHAPTER 11:

ANTICITIZEN ONE

Inventory Pick-Ups

Sentry Gun turrets (hostile), Hoppers*

Friendly Encounters

Alyx Vance
Dr. Isaac Kleiner
Dog
Barney Calhoun (via video screen)
Resistance Citizen
Resistance Citizen (squad)

Hostile Encounters

Combine Soldier
Combine APC
Combine Dropship
Scanner Type II*
Metro Cop
Strider
Headcrab
Zombie
Sentry Gun turret (hostile)
Manhack
Zombie Torso
Fast Headcrab
Fast Zombie
Combine Elite*
Dr. Breen (via video screen)

* Indicates first exposure to entity

PART 1: SLIDE THOROUGHFARE

Kleiner greets you at his base.

It's been a week since you teleported (very slowly), and an offensive has kicked off against the Combine. After you chat with Barney, your plan is to reach the Citadel itself. Head out of the laboratory with Dog at your heels, drop down the elevator shaft after collecting the supplies scattered about, and head out into the alley.



Follow at a safe distance and watch as Dog engages the Combine and an APC. Demolishing an enemy squad, Dog moves to the Combine checkpoint and wrenches it open. Step through, then look back as Dog attacks a Dropship and disappears from view.



HALF-LIFE 2: A CONDENSED WALKTHROUGH

Hop over the mesh fence, into a small foyer (check behind the hole in the right wall for a G-Man location), then head over the rubble through the corridor, and back into the playground area you visited at the start of your adventure. Turn right, and watch as a resistance citizen takes out a bulbous scanner device in a small explosion. Hurry on your way.



G-MAN ABOUT TOWN LOCATION #11:

On a television resting on rubble in an alcove on the right, inside the tenement block.



PART 2: STREET WAR: MAIN PLAZA AND TENEMENT ALLEYWAYS

Follow the path back to the main plaza you visited earlier, and rendezvous with a group of resistance citizens, who demolish a giant screen. You can order them in a squad. A small Combine door opens; defeat the Metro Cops. Check the area for supplies, then follow the route beyond the doors to an area saturated with Hoppers. Use the Gravity Gun to deactivate and throw these devices.



G-MAN ABOUT TOWN LOCATION #12:

Flickering for a brief moment on the large video screen the resistance citizen pulls down.



Drop through the hole, then go through a wooden hut and out to a connecting passage to the main street. Head left, optionally shooting the Scanners so they drop batteries. Pick up and destroy Hoppers, and shoot the Combine in the

water tower as you advance up the cobblestone street. Watch for more Hoppers as you turn right, into a tenement corridor.

Check the windows for enemies, punting barrels or Hoppers at them, check the area for goods, then head down the steps (watch for explosive barrels on the right), and into a small courtyard. Destroy the small squad of Cops (usually with aimed SMG fire or Hoppers), resupply, and enter the tenement block via the entrance in the left wall.



PART 3: STREET WAR: COMBINE BARRICADE

Head up the tenement stairs for an apartment with ammo and a Zombie incursion, then backtrack down to street level, cross under the overpass, and enter the building via the basement steps. Inside is a storeroom with supplies, and steps up to a series of rooms containing Metro Cops. Defeat them, then drop down the hole in the corner overlooking the street.



Drop down after you knock over the Sentry Gun below you. Dash across to the hole in the building opposite, dropping a Cop and deactivating Hoppers as you climb steps, tackling another Cop, then looking for a hole to drop down. This leads you outside, where a foe needs tagging up on the outside tenement block opposite. Turn right, and engage the Cops.



Rush to the checkpoint and optionally open the doors if your squad is behind them, replenish your health, and move up along the balcony and into the yellow tenement block, systematically working your way down the inside corridor, defeating Cops

in each room. Move down the steps to the next floor, and continue the battle, rolling in Grenades.

Use Grenades and fast-firing weapons to shoot Cops and Manhacks, then descend again to a basement area, making sure you check the location of Sentry Guns so you can quickly knock them over before they wound you or your team. Drop through the hole after collecting supplies, exit up to street level, and grab more goods using your Gravity Gun at the gate.



PART 4: STREET WAR: UNDERPASS TUNNELS

Follow the passage down to a long tunnel, and jog down it until you're attacked by a swarm of Manhacks. Stay against the wall and blast each Manhack into a wall or another Manhack using your Gravity Gun. Move to the other end, through a gate, and into a second tunnel, defeating more Manhacks as they crash in through windows on the right.



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Continue down the tunnel, using the central columns as cover and blasting Cops and two foes behind turret guns, then commandeer the guns and defeat incoming Manhacks and more Cops. Continue firing until all enemies at the far end of this tunnel section are defeated, then wait for resistance forces to blow open an entrance to the subsequent section.



Enter the quagmire of radioactive sludge, and leap from car roof to spindle, then to the cement floor in the middle of the tunnel. Blast the Zombies that appear, then either use your Gravity Gun to move scenery to stand on, or leap onto vehicle roofs and locate the pipes on the left wall, near a car. Jump on them, up to a duct, and down into a passage.

PART 5: STREET WAR: TENEMENT BATTLE

Head down the passage, open the door to let your team through, and climb the stairs to street level. Engage in combat with some friends and Fast Headcrabs, then move into the tenement block entrance. Head left into the maze of rooms, go up the steps, and take out more Headcrabs. Dart through the rooms, checking at a kitchen for supplies.



Look for a hole in the floor, drop down onto supplies, locate another room with two citizens huddled together, check their kitchen for goods, then go down and out into the middle of the courtyard. Wait for the door on the right to unlock and charge

inside, moving as far up the staircase as you can, taking out enemies as you go. A room halfway up holds supplies.

At the top of the stairs, shoot the Combine and dash across a drawbridge to the wrecked stairwell, and ascend, all the while repelling the enemy menace. Enter the doorway, avoiding Fast Headcrabs, and battle through the undulating rubble, blasting a Fast Headcrab. Down at the base of this rubble is the exit out to a hallway and large crate collection.



Step out into the second part of the tenement grounds, checking the roof for foes, and engage the enemies across from you. Battle into the building, shooting Combine and Headcrabs as you ascend all the way up to a resistance hold

point, and supplies. Check the building left and ahead of you at the foot of a drawbridge. Blast the foes hiding in these areas.



Lower the bridge and dash across to the opposite rooftop, and charge into the doorway, blasting Combine as fast as you can. Drop down the holes in the floors, firing at more foes, and look for a hole in the walls to lob Grenades. Wind through the burned-out rooms, then turn right, climb up some steps, and avoid the Barnacles stuck to the ceilings.



Drop through the hole out on this upper level, to the side corridor where a Fast Headcrab and Combine Soldier are battling. Defeat them both, then rush to a massive melee combat in a room below, waiting until there are fewer foes to face, then finish them all off. Drop into the rubble-strewn basement and head down the steps to a hidden crate stash.

Collect the supplies, then backtrack to steps heading up to an intact corridor, but search for a wooden chamber with a floor missing. Sentry Guns are dropping a Zombie horde, so wait for combat to end, drop down, and knock both guns

over. Then wait for the door to open, as Alyx finally manages to rendezvous with you. Follow her into the corridors.

PART 6: STREET WARS: GENERATOR PLAZA

Move through the corridors, dropping Combine, and head into a living room where you must defeat more soldiers. Check remaining corridors for foes and supplies, then head downstairs, blasting more foes, and go into a Combine command center. Catch the remaining enemies in a crossfire with Alyx, and wait for her to hack the terminal.



HALF-LIFE 2: A CONDENSED WALKTHROUGH

As your squad appears, Alyx formulates a plan. Head outside, and as Alyx hacks the terminal in the center of the courtyard, you must stand guard until you hear her say "That's it! The core is exposed!" As soon as she shouts this, move to her location near the Combine wall, and use the Gravity Gun to shoot the core out of the generator, opening the area up.



Until this happens, you must deal with the Combine threat. As you exit, shoot the soldier on the watchtower, and turn around. Above your street exit is a balcony where enemies occasionally appear and release Manhacks. Train your weapons there. However, most of your problems stem from the two long streets on either side of the center.



Dropships land at the far end of the streets one after the other, depositing foes. Prior to the first arriving, drop Hoppers near the debris in the streets so the first enemies are caught by them, then use all your arsenal, including Grenades and rockets, to repel the forces as they encroach on the central triangular courtyard. Keep this up until Alyx succeeds in her task.

With Miss Vance opening the wall, move across to the remains of a bridge, and part company with her. Head down into the dry canal base, checking the area for supplies, and journey into the stone passage under the bridge, ending in a metal gate. Open it, and drop down to a second gate. Use your Gravity Gun to remove a bar from this gate, and step through.



CHAPTER 12: "FOLLOW FREEMAN!"

Inventory Pick-Ups

Sentry Gun turrets (hostile), Hoppers*

Friendly Encounters

Resistance Citizen
Resistance Citizen (squad)
Barney Calhoun
Dog

Hostile Encounters

Manhack
Combine Soldier
Zombie
Poison Zombie
Headcrab
Barnacle
Combine Elite
Poison Zombie
Fast Headcrab
Fast Zombie
Combine Gunship
Sentry Turret
Ground Turret*
Strider
Combine APC
Scanner Type II

* Indicates first exposure to entity

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PART 1: STREET WAR: SEWERS AND INDUSTRIAL PLANT

Step into a corridor with Manhacks buzzing about, use the debris on the right to ascend to the pipes and move across them, swatting Manhacks away. Head into a duct, out the other side, and drop down past the gate. Attack more Manhacks, check the dead end to the left for supplies, then suck the crates from the upper ledge for further goods. Move right to the steps.



Drop the enemy Soldiers above you, then drop down the hole in the stairs, kill a Zombie, and descend to the exit, defeating two more Soldiers. Optionally check the ledge under the stairs for supplies. Head inside the passage, go through a side door, defeat a Headcrab, and use the Gravity Gun to maneuver the metal bar off the doors to gain access down the passage.

Enter the sewer system, slaying a Combine Soldier at close range, and watch down below as Zombies and Soldiers begin a fracas. Move along the slippery floor, optionally heading straight down the corridor (watch the Barnacle at the junction), turn right and watch a Soldier as he's strangled and pulled up into a Barnacle's maw. Check the dead end for goods.



Smash the wooden strut for goods and Headcrabs, then backtrack (watch that Barnacle!) to the junction, head into the sewer and tackle all foes. Check the area for supplies, and head into the side passage, over some pipes, and

check two hidden alcoves for goods; watch the Poison Zombie that appears! Return to the ladder in the side passage and ascend.

Slay Headcrabs as you proceed along the side of the sewer wall to the entrance of an industrial plant. Defeat more Headcrabs, pick up further ammunition, and enter the facility, checking an alcove for Magnum rounds. Jump up to the gantry and move around until you spot a red shed, head for that as the gantry collapses slightly, and dive inside the shed.



Flick the switch, and shoot the Soldiers from long range as the cargo platform slowly moves to your location. Remove the explosive barrels from the platform, flick the switch again, and ride the platform up, blasting more Soldiers on the upper levels of this facility. Hop off at the top, and locate the ladder leading to a set of white pipes. Cross these pipes.



Proceed to the top of the facility as the glass roof smashes and Combine Elite rappel down. Shoot them with accurate headshots, locating another ladder and reaching the top of the structure, allowing easier firing at the Elite. Then descend

to the platform across to the opposite side, onto the area next to the red shed.

Remove the Hopper before you drop down, check the corner around from the red shed for more goods, then enter the stairwell and descend, removing more Hoppers. At the base of the steps you're greeted by a resistance citizen. Step out and turn right.



PART 2: STREET WAR: SNIPER ALLEYS

Turning right, go under the Combine wall, and grab supplies, but get out quickly so you aren't crushed. Sprint and use cover to dodge the Sniper at the street's far end. Dash to the foot of his building, lob in a Grenade to silence him, and collect the nearby supplies. Move to the side street and lob an SMG Grenade at the foe at the area's far end.



Gather a couple of friends and some supplies, enter the blue side door, and battle Zombies down to a waterlogged basement where a wounded citizen lies. Stay on the small dry cubbyhole and blast incoming Fast Zombies and

Zombies, then move out of the basement and up the stairs, and optionally open the door to let in any team members from the other side.

Continue up to the exterior floors of the wrecked building, shooting Zombies, crouching, watching for blue Sniper lasers, following the line back to the building, then lobbing Grenades to flush each Sniper out. Continue this tactic all the way to the top of the building, where Barney Calhoun awaits. Use the green cabinet as cover.



Carry the cabinet to the far end of the roof area, deal with the final Sniper, and then follow Barney down the building, across the rubble, and along street level to a Combine gate. Barney opens the gate for you and your remaining team. Move through, re-supplying at the crate, and blast the Headcrab in the enclosed corridor beyond.



PART 3: STREET WAR: SUPPRESSOR ASSAULT (EXTERIOR)

Step out of the corridor into a courtyard, and lob a Grenade at the Sentry Gun atop the steps. Blast the incoming Soldiers, then climb the steps and cross the corridor overlooking the large courtyard. After Barney hacks the doors, descend, watching for Hoppers and another Sentry Gun, and step out into the courtyard itself, as a blast of terrifying intensity explodes near you.



HALF-LIFE 2: A CONDENSED WALKTHROUGH

Wind through the courtyard, sprinting away from an area that lights up before the blast hits the ground, and head into the building via the left side door at the far end. Defeat the two Soldiers inside, then dash across the courtyard grass, in and out the bunker, and lob SMG Grenades into the Soldiers coming out of the building ahead.



Defeat the Soldiers, unlock the prisoners inside the building, and charge out to the steps of the large domed building, engaging Combine Soldiers and Elite until all foes are neutralized. Move to the small energy wall at the building's far left corner, suck the plug off the wall to deactivate it, and climb the steps, entering the building itself.



PART 4: STREET WAR: SUPPRESSOR ASSAULT (INTERIOR)

Tool up at the gun rack, and at the first ground turret, roll a Grenade into the gap the turret exposes once it activates to destroy it. Barney deactivates the door. Run across the main foyer as enemies swarm your location. Head for the door with the exit sign, defeating foes as you go. Head through the only available exit, neutralizing another turret.



Follow the darkened corridor around, blasting more Soldiers until Barney reaches a terminal and unlocks a group of prisoners. Head upstairs, deactivate two ground turrets, step into the room with the generator, and suck the Energy

Orb out. Return to the steps, and shoot the Combine reinforcements coming up to ambush you. Then head left, over the bridge.

Dash across the bridge, heading straight to another ground turret, destroy it and collect the supplies, then enter the chamber with the laser wires. Trip any of these and wall turrets kill you, so nimbly maneuver up onto the Combine machinery, moving through the room, ducking under another laser wire, up onto a pipe, and finally to a door release.



Optionally place a Hopper at the entrance to the room with the laser wire. Once the door is unlocked, dash down the corridor, turn right, and suck another Orb out of a generator. Then repel more Combine forces and return to the room

with the machinery in it. The laser wire is deactivated, but there are more foes to defeat at the doorways. Drop them all.

Head from the machinery room to the main balcony, defeating enemies along the way, and head down and up the steps to the opposite side. Follow the corridor to a chamber that seals behind you. Shoot foes through the hole in the opposite wall, claim supplies, set up Hoppers in front of each of the doors opposite each other, so they explode when the Combine charge in.



Face the opposite door and wait for it to open, then blast the incoming troops. Once you've replenished your supplies, exit via the far doorway, sprint through ground turret sensors and destroy them, then head into the final generator room.



Suck out the Energy Orb, shutting down the compressor entirely. Return to the main foyer, and begin a fierce gun fight.



Head through the exit doorway into a dark passage, deactivating Hoppers and finishing off Combine forces as you go. Barney opens up the stairs to the roof, and you can pick up an RPG Launcher as you ascend. Halfway up the stairs, cut down

a couple of Combine Soldiers, and continue up onto the museum while Barney remains behind.

PART 5: STREET WAR: MUSEUM ROOF AND SKYBRIDGE

Enter the roof, telling your team to move forward and diminish the Combine threat; back them up by defeating any nearby Soldiers, then look up for a Gunship and corkscrew in rockets to destroy it completely. Once destroyed, move to the Combine gate in the middle of the roof area, and wait for Barney to override it. A Dropship deposits troops at this point.



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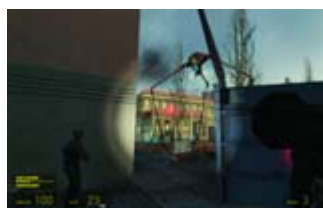
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When the gate opens, repel the Combine forces and quickly move up the steps and to the skybridge, tagging a foe on a watchtower. Use rockets to blow away any enemies coming across the bridge, and once clear, dash across yourself, and lob an SMG Grenade to clear the next room. Drop down the rubble-filled stairwell, all the way to ground level.



PART 6: STREET WAR: MUSEUM COURTYARD STRIDER BATTLE

Gather RPG ammunition and step back into the large courtyard, use cover and avoid the Striders' giant nozzle cannon, and corkscrew rockets into the nearest Strider to destroy it. Then move across the museum steps to the hole in the ground, step down into the small tunnel opening, collecting supplies, and poke your head out the other side.



Repeat the RPG rocket firing plan on two more Striders as you weave through the grassy courtyard and into the bunkers, using them to resupply and hide. Then dash across to the far side of the area, hug the buildings, and watch for a

supply drop and an enemy strike. Move toward the upturned container, and defeat another Strider as you go.

Dash across to an APC and a group of Soldiers, and defeat all of them, then either escape via the stairs or step back and check the courtyard in case you want to fire off more rockets and take down any remaining Striders you missed. Descend the steps to a large tunnel with an empty road running through it. Immediately sprint to the right.



PART 7: STREET WAR: STRIDER PATROL

Sprint along the road as a Strider smashes through a wall behind you and engages you with its weaponry. You die if you remain in the open, so dash left, tackling a foe, and move into a parking structure. Move along to the far end of the chamber, blasting Soldiers appearing from the doorway, and work up through the small barricades.



Watch for foes lobbing Grenades (back out, then return fire) and Scanners blinding you as you move up through the parking structure to the demolished roof area. Shoot the Soldier on the opposite wall, and wait for the Strider to fire its main cannon, which demolishes part of the wall and allows you to walk up a collapsed beam and across to the exit hole.



PART 8: STREET WAR: FINAL STAND

Enter the corridor, collecting supplies, and hack your way through the wooden planks and out to a citizen. Move down into a darkened parking lot, and destroy a group of guards and a few Elite as you reach the exit, having taken a U-shaped path.



Pick up supplies, race up the rubble, turn left under the road, and charge into a storefront, hiding from Strider fire.



Step out, head right, hide in a storefront alcove as a second Strider passes, move into the road, drop down into another parking structure, wait for the ground to shake, clamber up, and engage a group of Soldiers.

Look for supplies, then maneuver up the slope to a series of ruined buildings. Use quick bursts of fire and Grenades to drop Soldiers on upper areas.



Move through the ruins to a stairwell, dropping foes on the upper ruined roof, then climb the steps to this level, and grab the supplies before a Strider blasts the entire area. Drop down and continue forward, and engage more Soldiers until a

Strider demolishes this portion of the building, allowing you to move forward, across the flaming rubble.

Check a small central chamber to the left for supplies, then climb the rubble, shooting more Elite Soldiers as you reach a ruined foyer and elevator bank. Here you can resupply, then climb up the steps to the top of the building. Three Striders prowl the roads outside the building, and all must be defeated. Use the steps and the Infinite Ammo Crate as cover.





Replenish rockets from the crate, then corkscrew in rockets, aiming at the first Strider until it falls. Then move to the next Strider and demolish it. Return to the elevator foyer for extra health and ammunition, then ascend again

and finish off the third Strider. Once the entire area is devoid of Striders, the Street War tide begins to turn. Stay on this upper area.

Look for a beam to walk across from the Infinite Ammo Crate area to the outside of the building, then drop down to the street below, turn right, and follow citizens into the square, where you spot Dog and Barney. Dog lifts the giant Combine wall, allowing you access into a hole, which leads to the Citadel itself. The perimeter has been breached!



CHAPTER 13:

“OUR BENEFACTORS”

Inventory Pick-Ups

Zero Point Energy Field Manipulator (Gravity Gun; Organic)
Energy Orb

Friendly Encounters

None

Hostile Encounters

Headcrab
Scanner
Stalker*
Combine Solder
Combine Dropship
Strider
Dr. Breen (via video screen)
Combine Elite
Manhack
Crab Synth*
Mortar Synth*

* Indicates first exposure to entity

PART 1: THE CITADEL INFILTRATION

Move along the tunnel to the end, picking up supplies, then slide down the rock face to the narrow ledge. Follow this down, swiping at a Headcrab, and locate the metal bar. Move to the edge of the bar, leap to the Combine mechanism moving up and down, leap to a second mechanism, and land on the outer portion of the Citadel itself. Enter the doorway.



Follow the obsidian corridor throughout this alien structure, avoiding a drop into the chasm, and slowly move along until you locate a pod-cleansing structure zapping an empty sarcophagus. Drop down to the bridge, locate the pod conveyor belt, and enter a pod, making sure it swings left, rather than right (or you're fried by the cleanser).



The pod travels throughout the insides of the Combine Citadel, and you can watch Stalkers shambling about their work, giant walls of Dropships being built and repaired, squads of Striders lolloping out to deal with humanity's remnants, and other bizarrely terrifying occurrences. Eventually, you're deposited in a cleansing room, and stripped of weaponry.



Fortunately, the Gravity Gun isn't destroyed, but changed so it can be used on inorganic and organic matter. Test this out on the incoming Soldiers, sucking one in and "bowling" it at the others. Or, you can shoot them with your weapon. Move out to a

series of corridors, ignoring Dr. Breen's rantings on the terminals throughout your dash.

ZERO POINT ENERGY FIELD MANIPULATOR (ORGANIC): ACQUIRED!

Pause at any Combine recharger to replenish your health and armor, and continue until you reach a chamber with an Energy Orb conduit. Suck the Energy Orb out, and use it as an assault weapon on the Combine Elite nearby. Head to your first energy wall, suck the Energy Orb out of the conduit to remove the wall, and use Energy Orbs and your Gravity Gun on the enemies.



ENERGY ORB: ACQUIRED!

Continue through the Citadel, defeating foes until you reach a large elevator shaft. Immediately press the switch to call the elevator. As it slowly descends, wrench terminals and fire them at Soldiers, suck in scanners and fire them into white-hot conduits, and repel more Soldiers until you can step onto the elevator itself.



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Ride the elevator up, using Energy Orbs to fire at foes in the various entrances you pass. Once the elevator stops, get out, demolish more foes, ignoring Breen's pleas again, and when you reach a long and gigantic inner corridor, rush forward,

using a pod as cover, punting it into the incoming foes, then hiding behind a line of pods at the end of the corridor.

A Strider must be defeated; suck Energy Orbs from a nearby conduit and fire them at the beast's head until it topples over, then move across the bridge, ignore Breen on the giant screen, suck three Energy Orbs to remove the final energy wall, drop down, and strap yourself into another pod. This whisks you across a chamber with Crab and Mortar Synths, and up to the heavens.



CHAPTER 14:

DARK ENERGY

Inventory Pick-Up

None

Friendly Encounters

Alyx Vance
Dr. Eli Vance
Dr. Judith Mossman

Hostile Encounters

Combine Soldier
Combine Elite
Dr. Wallace Breen
Combine Advisor
Combine Gunship

* Indicates first exposure to entity

PART 2: | FINAL CONFRONTATION

Ride the pod to the top of the Citadel, where Mossman is waiting. She takes the Gravity Gun from you and walks to Breen's chamber, where Alyx and Eli are trapped. After some heartless waffling from Breen, Mossman decides to err on the side of good, stopping Breen's plans and freeing all of you. Breen flees to an elevator in the confusion.

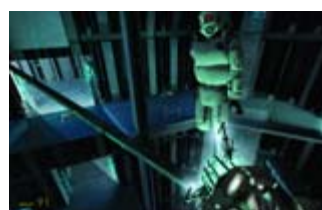


Ride the elevator up to a large terminal where Breen is talking to his Combine masters. He spots you again and escapes into another elevator, but leaves the Gravity Gun; his mistake.

Alyx operates the elevator, sending you to the base of the central spire. Breen is now encased in a giant glowing orb. You must ascend to the top of the spire faster than Breen!



Begin by moving along the structure's right side, over a giant piston arm in the corner, up a ramp, and defeat Combine forces. Then deactivate Energy Orbs, firing them at foes, and proceed up and around to a small platform near the middle of the spire chamber. Continue to attack Combine Elite forces as you ascend.



Ride the platform into the middle spire section, refill your health and armor, locate the bridge to the outer area, crumple further Combine Elite threats, and step onto the reactor arm on the chamber's outskirts. Ride this up to the

very top of the spire, where the final confrontation takes place! Shoot Energy Orbs at any Gunships you see, until they are destroyed.

Now aim at the central portion of the spire, where Breen's Energy Orb is ascending. It must be destroyed before it reaches the top of the spire!

Shoot the reactor in the middle until metal doors appear to shield it. Shoot off a door, then time more Energy Orb shots so they pass through the gap you made in the door (so you don't have to destroy all the doors).



Keep this up until the reactor is destroyed, and the entire Citadel begins to implode. Time freezes. A gaunt man in a gray suit appears. He congratulates you on a job well done. He disappears into a door through time and space. Your adventure

is over for the moment, until you face the aftermath your choices have caused. Everything fades to black.

G-MAN ABOUT TIME AND SPACE LOCATION #13:

At the top of the spire, stopping time and disappearing through space.





HALF-LIFE® 2

LOST COAST

OVERVIEW

You waken with a start. You're on a beach, with no recollection of how you reached this point. Fortunately, you're well-armed. Upon further study, you realize you're somewhere along the coast in the Shorepoint region. The settlement you can see nestled on a cliff looks like a fishing village. One of the hamlet's inhabitants requests that you scale a large promontory to deactivate a "gun" that's essentially a parasite rocket deployer affixed to the settlement's church. The cliff is crawling with Combine Soldiers, and the gun emplacement is guarded by a hated Hunter-Chopper. After making a stand at the church, you engage in a precarious clifftop battle involving rockets and the narrowest of wooden platforms. Then, take the slow (and nondeadly) route back to speak with the fisherman. He may have a surprise involving Leeches....

INVENTORY PICK-UP

- .357 Magnum
- RPG Launcher
- Infinite Ammo Crate

ENTITY ENCOUNTER FRIENDLIES

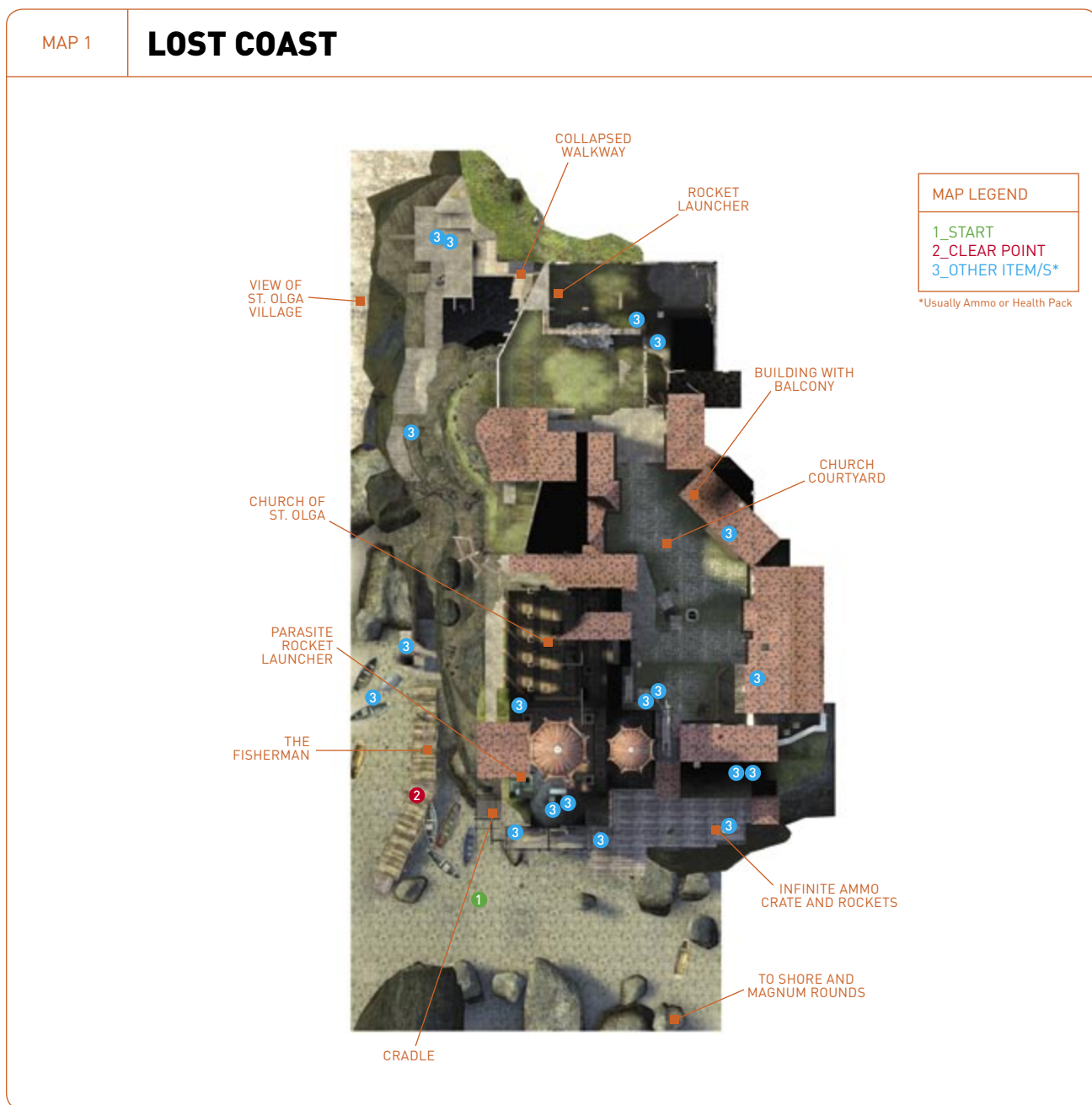
- St. Olga Fisherman

ENTITY ENCOUNTER HOSTILES

- Carnivorous Leeches
- Combine Soldier
- Combine Elite
- Poison Headcrab
- Hunter-Chopper

* Indicates first exposure to entity

“GET ALONG, LADDIE, DESTROY THAT GUN AND NO DAWDLIN’!”



Sunlight streams into your eyes in the late afternoon. You're on a beach, somewhere on the coast. You can't remember exactly how you arrived at this destination. Check your inventory; you have plenty of armaments, including the Magnum you're currently holding.



NOTE

You begin this sortie with a Crowbar, Gravity Gun, Pistol, Magnum, Shotgun, Crossbow, and RPG Launcher.



A figure is standing on a rickety quay up ahead, but ignore him for the moment, turn left, and investigate the rocky outcropping. Skip across the rocks until you reach the ribs of a long-rusted fishing trawler.

At the far end of the trawler skeleton is a box with a Magnum and additional shells on it. It isn't imperative to pick these up unless you need them, or wish to return for them before you reach the top of the cliff. Head back, and approach the quayside.



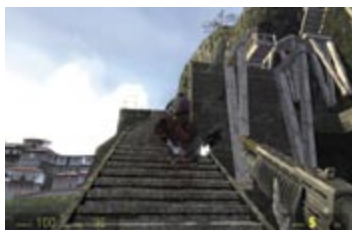
Step onto the ramshackle quay and approach the elderly fisherman waiting to greet you. "Yer Freedman, Fishman...?" he rambles with a faint Scottish brogue. He figures you're here to save the village from the Combine. "No other reason to visit St. Olga," he says.

He notes that you must be here to disarm "the gun." With that, he moves to a gate at the foot of a steep cliff, and unlocks it. "Get along laddie, destroy that gun and no dawdlin'!" he says, before sitting down in his hut. Peer up, and you can see only a rocky outcrop.

Before you begin your climb, check the crate to the right of the fisherman's hut; it contains goods, as does a second crate floating in the harbor. Claim both if you need to, or return here for them later. The harbor itself is filled with Leeches, so your only way is up.



Climb the side of the cliff using the steps cut into the rock. On your left, the village of St. Olga seems quiet, but it's soon rocked by a powerful explosion. This must be the "gun" the fisherman was talking about. Where the path hits a junction, two Combine Soldiers are on patrol.



Blast the two Soldiers with your Shotgun before they can even react, then take out the Magnum for the third Soldier at the top of the steps. Blast him quickly, or he'll throw down a Grenade (leap behind you to a cliff path to avoid this). Race to the top of the steps, and turn around.



Another trio of Soldiers is racing around an upper cliff ledge, blasting you with small arms and throwing a Grenade; dodge the blast and open up with an SMG. Cut down all the enemies, but don't venture too far up the wooden steps as they crumble, blocking your path.



Spend a moment collecting items from the crates on the lower stone deck, then turn around and jump the gap to a rocky path with a crate at the foot of it. Smash the crate, collect the loot, and proceed up the narrow path, opening up on a Soldier.

NOTE

You'll hear massive whooshes and blasts, followed by loud explosions. These aren't aimed at you, but at the village of St. Olga on the other cliff. Parasite rockets are being aimed at this settlement! Stop this slaughter immediately!

Ignore the massive sounds of explosions, and continue up the narrow cliff path. Switch to a Shotgun or Magnum, and tackle a foe coming toward you, then defeat two more as the path winds to the left slightly. The path doubles back but continues to rise.



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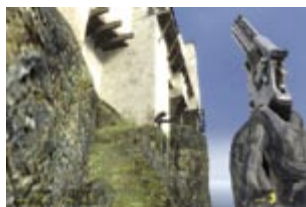
HALF-LIFE 2:
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HALF-LIFE 2:
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Follow the path until it reaches this U-bend, with a church visible above you. Stand here, and watch as two Soldiers rappel down; see if you can tag both with a precise Magnum shot or an RPG blast. Crouch so the two other Soldiers attempting to ambush you on the lower path cannot hit you, then bring out a Crossbow (or the RPG) and deal with them both.

Jump around the U-bend in the path, but spend a moment looking at St. Olga and listening for sounds of Soldiers; one may be attempting to sneak up on you from the path behind. Retrace your steps, slay him, then continue upward.



The vertigo-inducing path leads to the area above the wooden steps that the Combine destroyed earlier. If you didn't slay the forces around here, expect a Soldier below you, and one above, at the foot of the church. Kill the one below first, but do this quickly as you're a stationary target and can't sidestep, then swing around and finish the second. Now move onto the upper path and up to the entrance of the Church of St. Olga.

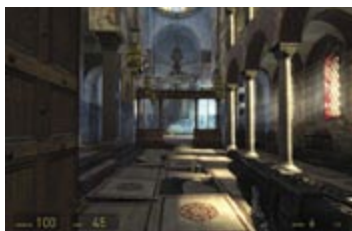
NOTE

St. Olga was the first Christian queen of Ukraine. Born in 879 AD, she ruled Kiev from 945, converting to Christianity in 957. She is the patron saint of widows.

Head left and up the steps through the archway, and into the church gardens, now overgrown and filled with rubble. Across the cliff, the village of St. Olga is taking a beating from more rockets. Search the ruined outbuildings for an RPG Launcher and two crates.



Head through the open door into the courtyard of the church of St. Olga. On the left side is an arched alcove with a crate. Continue to skirt the left side of the courtyard for an upper passage leading down steps to two crates. Then inspect the scaffolding propped next to the church itself; two crates are here. You can also drop objects down the central well, and suck them back up with the Gravity Gun. Don't open the crates until you need them.



Step toward the church, and around the right side of it, toward a mesh fence. You can view the harbor from here, but the main doors on your left are your entrance to the sacred building. Step forward into the church, and head toward the altar.

An HEV Suit and Health Recharger are on the wall, past the carved wooden wall, and crates are behind the altar. There are also items behind the wall to use, but only if you need them. The "gun" the fisherman mentioned seems to be attached like a limpet to the side of the altar room.



Watch the Combine mechanism for a moment, and you'll see a parasite rocket being loaded into the gigantic chamber and fired off, presumably into the village. Halt this by ripping both the doors off the chamber, waiting for the chamber to rise, and jamming the door into the chamber itself.

The chamber grinds to a halt, and a klaxon blares. A red emergency light flickers on, and three Poison Headcrabs escape from the loaded rocket. Deal with them immediately, ideally with SMG rounds, before the Combine forces are summoned!

Incoming! Seconds later, two Soldiers rappel down to the roof of the main vestibule. Give them an SMG Grenade present as they land, so they don't have time to tackle you. Watch the doors directly ahead of you; a moment later they are destroyed!



HALF-LIFE 2: THE LOST COAST

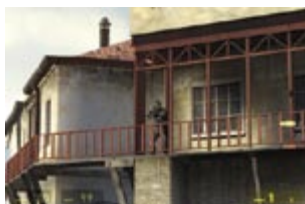
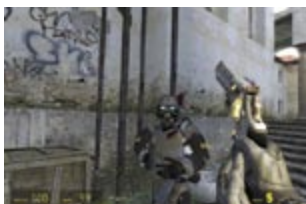
Along with any Soldiers you didn't kill when they rappelled down, expect another two or three to try fighting into the church as the doors fly apart. Use the side pillars as cover and blast them back into the outside area. Then retreat for health and ammunition.



A good, fast-firing weapon is a must here, so arm yourself and wait for another wave of enemies to arrive. You have at least four more to contend with as they encroach on the vestibule. They have Grenades, so drop the Soldiers before they throw them!

Combat continues with ferocity. Keep the Soldiers at bay by launching rockets, rolling Grenades, and throwing whatever you can at the double doors at the far end of the church. If you're being struck by fire and can't locate a foe, check the roof; there's likely to be a Soldier up here.

Keep the Soldiers pinned to the front of the church until you hear a pinging noise. The altar door, directly opposite the Combine gun, is about to explode! Lob in a Grenade and catch the couple of Soldiers trying to tackle you from a different direction.



You have two exits, and the Combine attack squad isn't sending many more troops in, so execute a sweep of the outside courtyard. Slay the Soldier prowling the courtyard itself, then the foe on the red balcony across from you.

Now is the optimal time to collect the items inside the crates in this entire complex, including the church itself. When you're done, move to the chapel exit of the church and turn right. Head out onto a precarious wooden platform overlooking the ocean. Switch to your RPG Launcher.



A Hunter-Chopper, which has been peppering the church (and you if you exposed your location) since the gun was wrecked, now engages you in fierce combat. The only method of destroying it is to arm the Rocket Launcher and let rip! Also note the breakable crate on the scaffold's far right.



First, use the corrugated metal sheets as cover, but beware; the Chopper's guns rip these off the scaffolding in seconds. Step out between gun volleys, and launch a rocket at the Chopper. The Chopper usually cuts the rocket down before it strikes the Chopper, so use your laser sight and trace a vertical path upward, then down into the Chopper itself. Corkscrewing also works to a lesser extent. Replenish your rockets at the Infinite Ammo Crate.

Keep up the battering until you've struck three, five, or seven rockets into the Hunter-Chopper. (The number of rockets depends on the game difficulty setting.) It explodes and crashes into the front of the scaffolding. The entire front of the platform falls into the water below, killing you if you don't stand back.



Once the Hunter-Chopper is defeated, you can optionally pick up any items, then peer down at the front of the scaffolding, where the Chopper hit. Floorboards have given way. Drop down between them to a precarious exit route.



Turn right, so you're facing the harbor, and carefully maneuver along the single wooden beams and metal scaffolding separating you from a death plummet. Crouch under the scaffolding at one point, then move to the corner of the scaffolding and turn right. Gingerly creep onward, and drop into the basket slowly, with care.



The basket begins to descend automatically. Stay in the basket until the cables carrying it snap, and you land roughly on the beach itself. The fisherman is waiting on the quayside to greet you. He's rather animated considering his age, and he thanks you for saving the village from the Combine. "We'll celebrate with a feast!" he exclaims, before adding; "Hope yer like Leeches!" He then peers at you. "Yer getting fuzzy around the edges!" he remarks. Everything fades to black.

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HALF-LIFE[®] 2

— EPISODE ONE —



UNDUE ALARM

OVERVIEW

Rescued from the rubble by Eli Vance's daughter and her mechanical pet, you rendezvous by video uplink with your colleagues, who give you bad news. The Citadel is about to explode, and the only way to slow the process is to enter the core and stabilize it. This almost-impossible task is made more problematic because you must cross the rim of the Citadel; fortunately, Dog has a rough-and-ready plan. Once inside the Citadel, you must work your way through the gigantic canyon complex of black metal and sinewy pipes while the hated building's inhabitants begin to malfunction.

INVENTORY PICK-UP

- Zero Point Energy Field Manipulator (Inorganic)*
- Rollermines (Hacked)*

ENTITY ENCOUNTER FRIENDLIES

- Alyx Vance*
- Dog*
- Doctor Isaac Kleiner*
- Doctor Eli Vance*
- Rollermines (Hacked)*

ENTITY ENCOUNTER HOSTILES

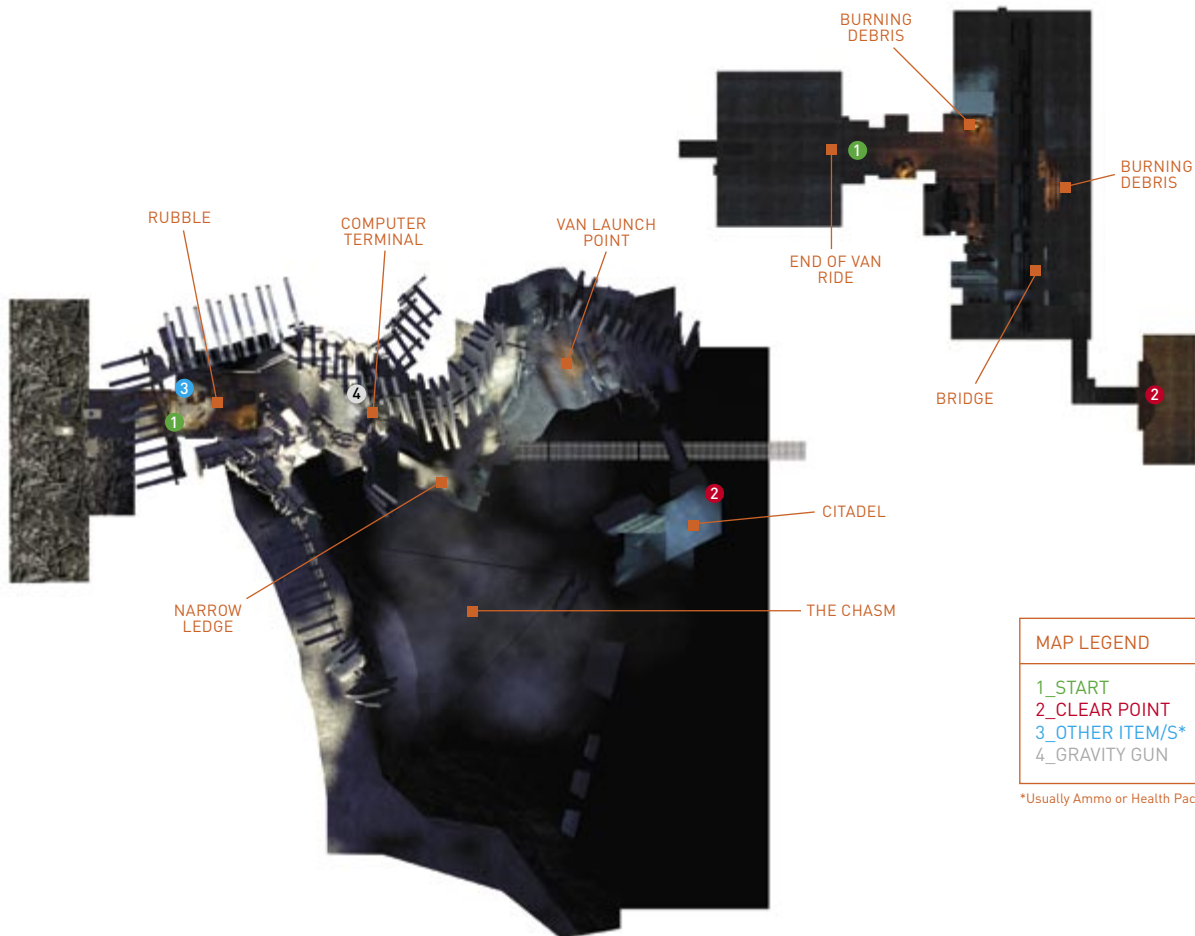
- Combine Dropship*
- Stalkers*
- Rollermines*
- Combine Soldiers*
- Combine Elites*

* Indicates first exposure to entity

“ANYONE LEFT IN THE VICINITY WILL BE SUBJECTED TO ENERGETIC EVENTS WHOSE EFFECTS ARE BEYOND MY POWERS OF SPECULATION!”

MAP 1

CITADEL RIM AND CHASM SIDE



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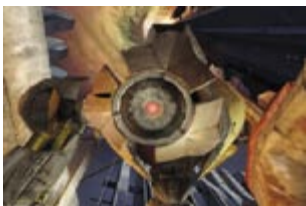
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You hear the scraping of rock, along with mechanical whirring. Shafts of light pierce the void. A hulking mechanoid peers in at you. Dog's iris focuses, and he shifts the remaining rock from your resting place. Above Dog, a maelstrom gathers around the Citadel spire. You hear Alyx's voice: "Dog, I think I found something. Drop what you're doing and help me over here...." Alyx turns and looks up as Dog picks you out of the rubble and places you on the ground. "Dog, you found Gordon!" Alyx embraces you, then steps back, embarrassed.



Alyx spots something in Dog's paw. "Hey, the Gravity Gun! Go on, boy. Give it to Gordon." Step forward and take the Zero Point Energy Field Manipulator from Dog. "Dog's happy to see you," Alyx smiles, "I can tell!" They scramble up a rubble-filled embankment. This gives you a chance to look up at the Citadel, where a bright light emanates from the spire and an electrical storm is forming. The edifice is unstable.

INVENTORY ADAPTATION ZERO POINT ENERGY FIELD MANIPULATOR: INORGANIC (GRAVITY GUN)

Also known as the Physics Cannon and the Gravity Gun, the Manipulator is the most versatile, helpful, and devastating weapon you're likely to find. This is ideal because you have no other ordnance. Refer to the Weapons Detail section of this guide for more information.



Alyx instructs Dog to move to a monitor so they can check in with Alyx's father and your colleague, Doctor Eli Vance. As Alyx climbs the rock, her foothold gives way, trapping you at the base of the rubble. You need to find an alternate way to ascend.

Do not attempt to climb the wall after Alyx; your suit and the lack of grips make this impossible. Instead, proceed counterclockwise to a metal gate with planks of wood attached to it. Remove the wood with your Gravity Gun so the gate falls, creating a bridge.



Dog is waiting for you as you cross the bridge. Overhead, a Combine Dropship rumbles past carrying a troop transport. Run down to the field monitor where Alyx is attempting to raise Eli Vance. She tells Dog to fix the antenna, which he does, using his left paw to focus the signal.



ENTITY ENCOUNTER

COMBINE DROPSHIP



This is the first of two types of Combine Dropship you'll encounter in the Citadel. This one carries a large metal container with Combine Soldiers inside. Another variant ferries Striders, and neither is aggressive. Ignore them for the moment.



You can make out Eli; he's happy to see you, but the news is grim. Grab two Health Packs as Doctor Isaac Kleiner pushes into view.

ADDITIONAL INVESTIGATIONS

Kleiner's predictive synopsis continues: "Anyone left in the vicinity will be subjected to energetic events whose effects are beyond my powers of speculation. The manner in which these exceedingly rare quantum effects percolate up into the physical plane will be fascinating to witness—however, not at first hand. The ravages to cellular material are unimaginable. Although, I suppose we really should send a foray party for specimens at some point after the event...."



Eli tries to cut Kleiner off. "Oh dear, Eli, I'm sorry, but...surely there's no need for undue alarm? Alyx is well out harm's way by now." When Alyx tells the doctors where she is, they appear crestfallen. "Well, nothing short of a direct intervention in the core could possibly retard the reaction," offers Kleiner.

It is agreed. Your Hazard Suit can withstand the radiation of the core chamber. Alyx tells her father she won't take any unnecessary risks. "I love you, too, baby." Eli replies. "I'll be praying for you." The transmission ends. The aftermath begins.



Alyx moves toward the Citadel's rim. It's an almost bottomless abyss, but her way is blocked by Combine Gunship wreckage. Dog lifts up the craft's carcass, allowing her and you to crawl underneath. Alyx checks out the edge, and lets you go first.

EPISODE ONE: UNDUE ALARM

Slowly drop to the narrow rock ledge below the edge of the outcrop, and proceed along it, under wreckage, punting away Combine Scanner parts. The ledge gives way in front of you. Stop, then jump the gap, move to the corner, and check that Alyx is following you.



Follow the ledge to the left, crouching to crawl under a pipe, and shoot a car off the side of the cliff into the abyss. Stand up and move to firm ground, after which Alyx emerges and converses with Dog regarding a plan of attack. Dog throws a chunk of debris at the Citadel.



Although Alyx agrees with his sentiment, the gigantic gap between you and the Citadel must be overcome. Dog turns and bounds away over a junk pile. "I think Dog needs a few bolts tightened," Alyx remarks before she dives for cover; a van comes crashing at your feet.

Alyx realizes Dog's plan; to throw the van with you and Alyx into the Citadel. "Unless you have a better suggestion!" Alyx leans against Dog. "He is a robot. He's done the math." Dog opens the door for Alyx. "You did do the math, right?" Alyx asks Dog under her breath.

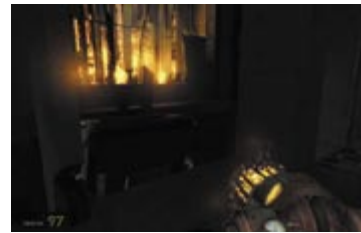


Dog squeezes Alyx tightly in a big hug, then she clambers into the driver's seat. "Get in the passenger side, Gordon," she asks you. Move around to the right side of the car, and press [E] to get in. "Quickly before I change my mind!"

Dog lifts the van, it tilts toward the abyss, and for a moment you get a vertiginous view down the shaft, with a Razor train streaming along a track. Dog gathers power and hurls the van through the air across the gulf. The van crashes onto an air intake grating. Alyx lies back, stunned. "Good throw, Dog!"



The grating gives way and the van plunges down an airshaft. You're flying through vents and chutes, all the way into the deeper recesses of the Citadel. Eventually, the van stops. "Let's get out before the next ride starts!" says Alyx. Emerge, and head to the burning light.



There's a single path around the fire, through a series of jumbled masonry and rubble, over a collapsed tangle of metal, and to a small bridge. Take this bridge and turn left, making sure Alyx is following you. You're heading toward the Citadel's core.



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“A LITTLE EXTRA JUICE IN THE RIGHT SPOT AND IT’S ON OUR SIDE.”

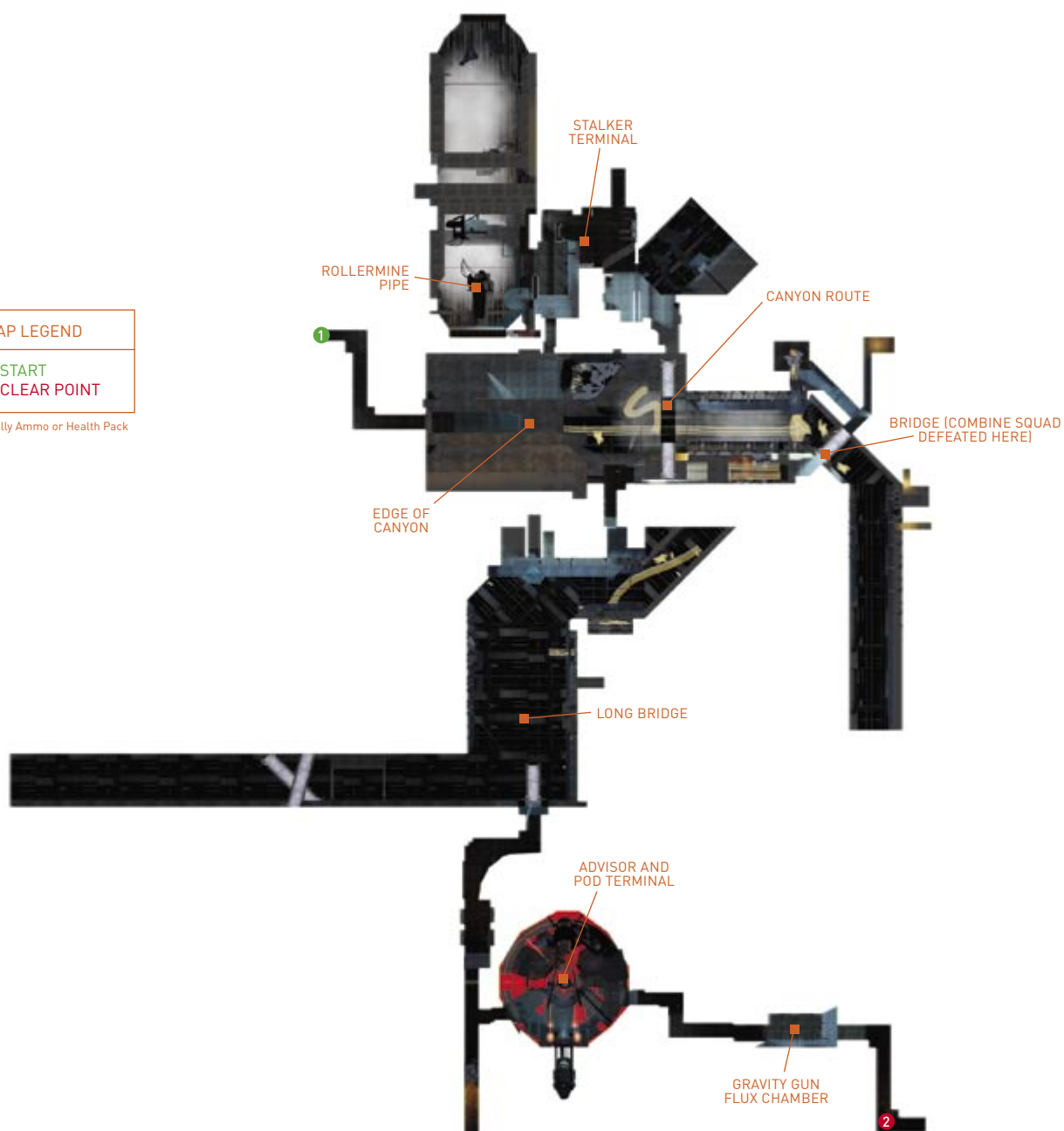
MAP 2

CITADEL CANYONS

MAP LEGEND

1_START
2_CLEAR POINT

*Usually Ammo or Health Pack





With Alyx close behind, head along the corridor, and follow it to the edge of a chasm. Peer below, and watch as a series of Stalker caskets fall from a broken conveyor into the orange darkness. Do not follow them!

CAUTION

If you wander away from the solid metal flooring or take a mistimed step, you will fall to your death. Be careful traversing this area!

Turn left from the canyon, and look for the low fence. Jump over it, to the metal floor below. Turn, and watch Alyx follow you. Follow the floor corridor, pausing to optionally peer over another canyon edge, and look for a corridor with a light at one end.



At the other end of the corridor is a computer terminal. Alyx runs to it and tries to remove the force field blocking your way. "Damn. I can't get this down. It's that Stalker; he's holding it from the other side." She moves away from the Stalker, looking at a tube of Rollermines.



ENTITY ENCOUNTER

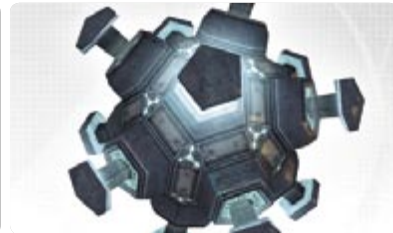
STALKER



This withered slave is a Stalker. Combine scientists at Nova Prospekt take the human population, sever their higher brain functions, and experiment on them in any number of foul and depraved ways. They embed a number of blackened nanodevices into their skin, and slowly watch them lose humanity. Known by the code name "Stalker," these are menial workers inside this vast structure. These prevent anyone from accessing the computer room in which they are housed.

ENTITY ENCOUNTER

ROLLERMINE

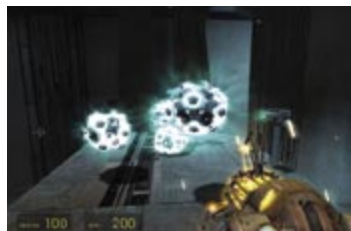


The pulsing orb in the conduit is a Rollermines, a Combine creation that refuses to power down. They home in on you, buffeting you and causing nasty electrical damage. Suck them up with the Gravity Gun, and punt them off into a canyon. Explosions from barrels or gas cans also destroy Rollermines, but Alyx has another use for them.



The Rollermines are collecting in a tube below. "They could help us get out of here," Alyx informs you. Follow Alyx's advice, and peer down where the tube is to see a short-circuiting elevator and a small platform zone.

Turn left and head across the ledge, crawling into a short red passage and turning right, optionally knocking a deactivated Scanner out of the way. Stand up on the outer ledge and drop, jumping to the black metal protuberance. Leap across the elevator to the left.



Replenish your suit at the Combine Recharger. Head to the base of a tube containing Rollermines. Move to the plinth and flick the switch to the right. Six Rollermines drop from the tube. Punt five of them into the abyss.

Keep one of the Rollermines sucked in with your Gravity Gun, then wait for the sparking elevator platform to descend. Leap on it, ride it up to the terminal, jump off, and present the Rollermines to Alyx. "Dad taught me how to reset the targeting system; a little extra juice in the right spot, and it's on our side!"



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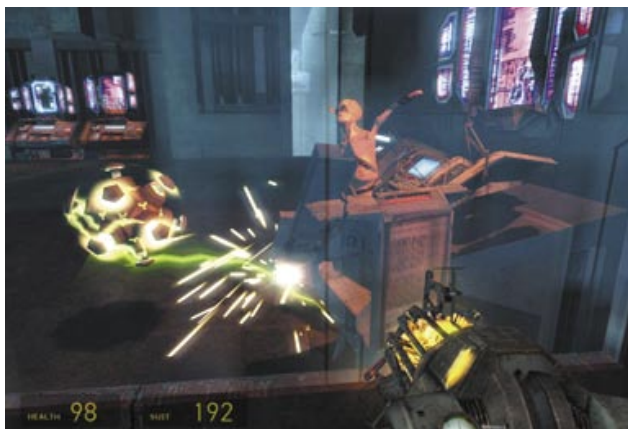
HALF-LIFE 2:
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HALF-LIFE 2:
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INVENTORY ADAPTATION ROLLERMINE (HACKED)

Alyx Vance can hack into the Rollermine's targeting system, causing the device to glow a bright yellow and act as an offensive device. It now homes in on Combine instead of human forces. This continues until the device glows red, when it is heavily damaged, before it self-destructs. Leave these to attack enemies.



Drop the Rollermine at the force field, and it rolls through and around to the Stalker at the terminal adjacent to you. It releases a bolt of green electricity, killing the Stalker. Then it turns to a second Stalker who is aiming a laser to keep the field active, and zaps him.

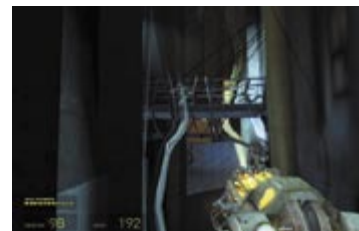


The mine rolls to the terminal, but it's glowing red. Stay away until it explodes, then maneuver through the doorway, now with the force field removed, and into the computer terminal, inspecting the Stalker bodies if you wish.

Alyx spends a moment in the terminal room hacking in. She shorts the circuit of the force field on the exit doorway, allowing you access farther into the Citadel's massive structure. Many of the entities inside the Citadel are malfunctioning. Continue to the right.



Follow the only available path through an opening in the wall, to a narrow ledge with a twisted metal right edge. Turn left instead, proceeding along the ledge until you spot a bridge on your way. A Combine squad dashes forward, then fire engulfs it!



Pass around the bridge's lower part and around a corridor that ascends back to the bridge, following the dotted corpses of the Soldiers. Continue across the bridge.

After you pass the bridge, your way is blocked by a heap of twisted metal and a sparking conduit. Alyx praises your ability to punt the debris out of the way; after you've done so, dash across. A moment later, the debris is charged with electricity from the conduit!



Step out of the way, knocking any debris so that Alyx can pass. Follow the corridor around until it ends at a low fence with a fiery section of wall on the opposite side.

Locate the low fence at the end of the passage, and be sure you hop over the right side of it, or you'll find yourself plummeting down a chasm. Move right, to what looks like an electrical bridge of some kind. Combine forces are incoming! However, they are soon sucked into an unstable conduit!



Use your sprint (**Shift**) function, and wait for the wind to die down, then dash at the highest speed possible across the electrical bridge. If you slow down, you get sucked into the conduit and die. On the other side, head around the corners to a long corridor with sparking conduits.



ENTITY ENCOUNTER

COMBINE SOLDIER



The shock troops of the hated Combine, the Soldier is an intelligent infantryman who works well in a team and has multiple methods of attack depending on the combat situation. Learn their traits in the Bestiary chapter of this book. For now, pray for an Organic Gravity Gun, and use it to move and punt soldiers, or slam scenery into them.

ENTITY ENCOUNTER

COMBINE ELITE



Clad in white armor and sporting a Pulse Rifle and a single red ocular sensor, the Combine Elites act in groups of their own kind and with Soldiers. Firing faster and more accurately than regular humanoid forces, they react to combat in a similar way to Combine Soldiers, and must be treated in the same careful and methodical manner. Deal with Elites before regular forces; Organic Gravity Gun attacks are more than suitable.

Pass the sparking conduits on both sides, and dodge the fire at the end of the corridor, following it around to a low balcony fence. Leap the fence and check the ground; you can see down into a spiraling chasm below. Alyx soon joins you at the computer bank on the right.



Alyx punches in to the Citadel's mainframe and doesn't like what she sees. Combine Elites are still roaming the area, and suddenly the screen brings up Doctor Breen! He's pleading with his Combine masters, and it takes a few moments for you both to realize this message was prerecorded. Then the screen cuts out for a second, and another, altogether more troubling image appears. A Combine Advisor peers out at you!



The Advisor's image disappears almost immediately, and some kind of large organic pod is jettisoned under the floor. It scoots under your feet, and up an anchoring conduit. Alyx moves to the white underbelly of this synth-like entity, but stops immediately as you're both wracked with wild hallucinations, not unlike those you experienced during your first City 17 teleportation.

ENTITY ENCOUNTER

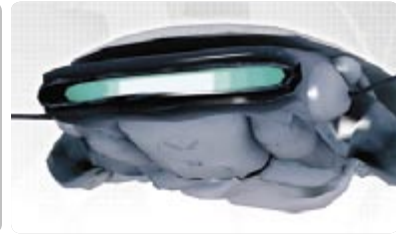
COMBINE ADVISOR



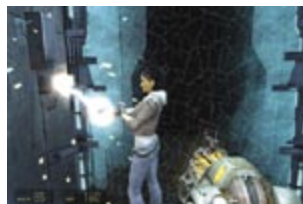
Behold the face of the Combine, although it's difficult to pinpoint an eye, nose, or mouth on this giant, gray-green slug-like mass with the gift of telekinesis. It appears in the briefest of moments before it launches a pod device and disappears.

ENTITY ENCOUNTER

COMBINE POD



This organic, synth-like entity shares many of the same characteristics as the Combine's other flying vessels: such as the Dropship and Gunship. It doesn't appear to have any firing mechanisms, but it does seem to cause wild hallucinations as it disappears up an exit chute. Little else is known about this eldritch monstrosity, although it appears to be linked to the Combine Advisor. More study is needed.



Follow Alyx to the Combine wall, and she hacks it open. Head through and make a left, down a long corridor with more conduits on each side.

As you enter the chamber with the four flux conduits, the area seals behind you, and Alyx yells that you're trapped! The conduits hum into life, snatch the Gravity Gun from you, and charge it with massive amounts of electricity. The gun drops to the ground. Pick it up.

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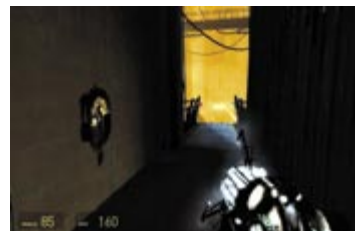


HALF-LIFE 2:
DEATHMATCH

INVENTORY ADAPTATION ZERO POINT ENERGY FIELD MANIPULATOR (ORGANIC)

The Gravity Gun has been inadvertently changed. The flux capacitors were manipulated by Combine technology to allow both inorganic and organic materials to be manipulated. The upshot of this is that an enemy, whether human or machine, can be sucked, blasted forward, or abused as if it were a barrel or piece of debris. The offensive capabilities of this attack method are unsurpassed; you can “bowl” enemies into each other, carry a suspended enemy as a shield, or hurl scenic objects at your foes. Finally, the Gravity Gun’s power has been increased so it can move heavier inorganic objects, and these make powerful projectiles.

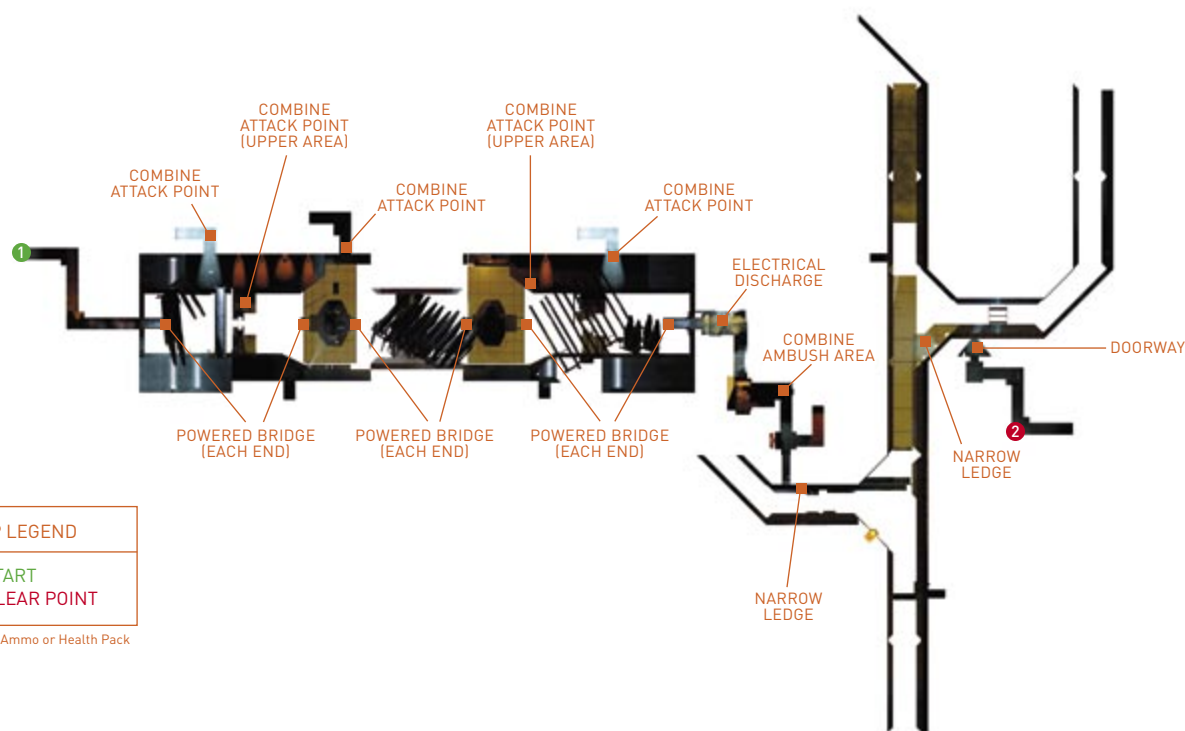
With your new and improved manipulator at the ready, continue along the corridor and up a ramp. Ignore the small fires breaking out in this area. At the top of the ramp, turn left to face a gigantic open chamber with a series of linked bridges. Replenish your suit at the Combine Recharger.



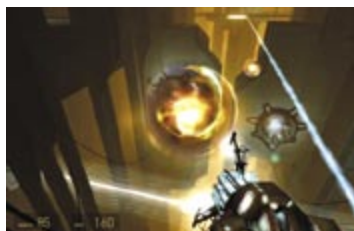
“EVACUATE CITY 17 AT ONCE, IF NOT SOONER!”

MAP 3

CITADEL POWERED BRIDGE CHASMS



The electrical powered bridge in front of you has only the right side linked up, and you cannot cross. To power the bridge up, look down over the edge, and suck up a Combine Orb. Aim at the circular conduit slot on the left wall section ahead and below you, and fire at it. The Orb is sucked in, powering the left bridge span.

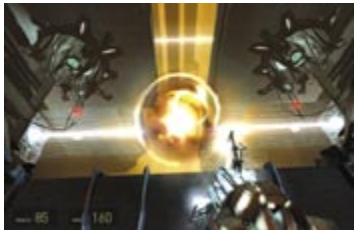


Cross to the bridge’s other side, and prepare for Combine combat! Run to the island at the bridge’s far end and circle around it. Soldiers and Elite are coming in from the outer corridors, so unleash your Gravity Gun on them to help Alyx. There are around eight to slay.

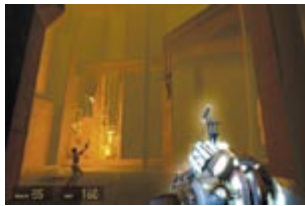


EPISODE ONE: UNDUE ALARM

Continue to check out the area until no more nearby hostiles are attacking you. The bridge area is rocked as a metal span cracks and explodes above and in front of you! A final Combine soldier arrives at the edge; suck and shoot him into the abyss.



Stand at the next bridge span's edge. Both sides are out, meaning you need to suck two Orbs from the crackling conduit below, and shoot one in each circular slot. The bridge is powered, allowing you to cross. Keep your eyes open for foes.



There are more Combine to deal with this time around. Circle the central platform and coax two Soldiers into a death dive, then check the outside corridors in front and behind you; at least two foes are incoming from the force-field passages. Deal with them, and check on Alyx to make sure she isn't swamped. Tackle the foes coming across the bridge you activated; blast them last.

Although combat quiets down for a moment, there are two more Soldiers, both on the upper ledge. Train your gun and suck the first down before he lobbs Grenades at you, then help Alyx out with the foe rappelling down. Check the central platform for two more Soldiers, and knock them into the chasm.

The Citadel is becoming increasingly unstable, and the powered bridges reflect this; the next requires lateral thinking to cross. You can easily activate the right span in the usual manner, but the left circular slot is blocked by a fallen piece of transparent shielding. You must walk left, along the outer corridor, then step out on top of the slot, positioning yourself so your weapon points down between the slot and shielding. Suck an Orb and release it so it ricochets into the slot.



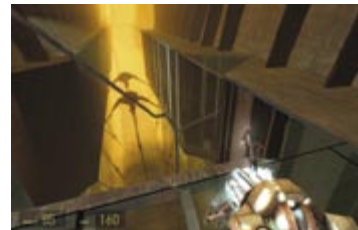
Cross the last of the bridges in this immediate area, and head into a right corridor turn with fallen masonry. Crawl underneath, and work your way around until a burst of electricity ahead stops you. Wait for it to dissipate, then continue.

Round the corner and prepare for swift and deadly combat with three Combine Elites; they attempt to ambush you from a force field on your left. Suck in the first, use him as a shield, and punt him back into his brethren. This is the easiest way to defeat this trio.



The chamber turns a misty orange, due in part to the many distant fires in various chambers throughout the Citadel. Follow the corridor to a long plinth leading left. Look up to see sparking wires and evidence of machinery gone awry. Turn left and walk along the plinth to a gap. Use a sprint jump to ensure that you clear it.

Move onto the transparent platform and turn left. You can spend a moment watching gigantic Strider synths marching down a gigantic fissure corridor. The Combine Citadel is still churning out entities to wipe humanity from the city.



Swing around behind you as a monstrous Combine Dropship roars overhead carrying a Strider. Something is wrong. It wobbles in the air, grazing the wall before striking it, ricocheting off the fissure wall, and catching fire, dropping out of sight in a fiery tumble.



ENTITY ENCOUNTER

STRIDER



You've witnessed the power of the Strider in your previous City 17 Street War rampage, and you're lacking the firepower to tackle these lolling synthetic life-forms. You'll get another chance later.

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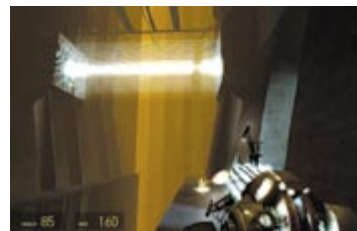
ENTITY ENCOUNTER

COMBINE DROPSHIP



As you enter the fissure passage, a Dropship roars overhead. The giant swooping synth carries a Strider with its eight massive spiderlike legs. Dropships ferry Combine ground troops and other larger entities around the city. Do not engage them as they are too tough and far away, aren't aggressive, and are suffering spatial-awareness problems.

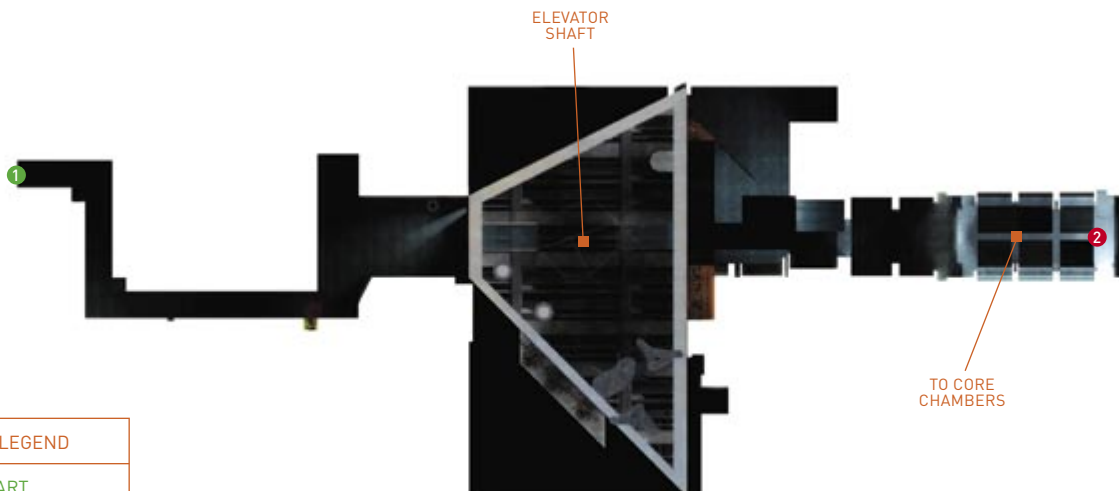
The Combine Advisors are unable to advise many of their troops, and the situation is only likely to worsen. Head along the right ledge, around a corner to the right, and locate a gap in the wall, near an Orb conduit. Head right. Alyx hacks a door leading to a large elevator shaft.



"I SEE A STOP DOWN BELOW. LET'S GET OFF THERE AND SEE WHERE IT LEADS."

MAP 4

CITADEL TRANSPORT ELEVATOR SHAFT



MAP LEGEND

- 1_START
- 2_CLEAR POINT

*Usually Ammo or Health Pack

Follow the long, winding corridor until you reach a small antechamber with the core logo on the left wall, near a small Orb conduit. "Looks like this could be a transport elevator to the core," Alyx tells you. Tackle the Combine Elite, then refill at the Combine Recharger, and head for the elevator pad.



After you step onto the elevator, it refuses to descend. It seems to be lacking power. Look to the long Orb conduits running the height of the elevator shaft, and suck one into your Gravity Gun. Spin around, and aim it at the circular conduit slot at the far side of the alcove across from you.



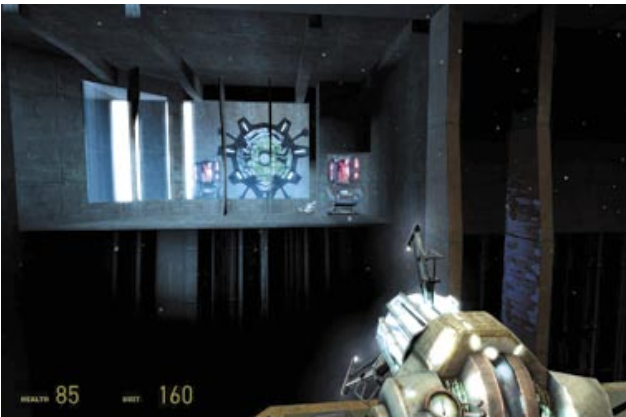
EPISODE ONE: UNDUE ALARM



The elevator descends, but your happiness is short-lived. Look to Alyx as she points upward; pieces of metal, including parts of a bridge support, are tumbling down the shaft at you! These will kill you by shattering the elevator pad, so be nimble with your Gravity Gun accuracy; suck each piece in rather than shooting it away. Only after you catch a piece should you punt it.

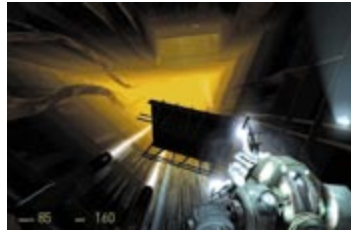
CAUTION

Catch, then punt. But don't punt the wreckage upward, or it falls back down onto you!



After a few moments, more debris rains down, and it's as important to catch these pieces! Keep this up, looking up at the shaft and watching for Alyx's cues, until the elevator slows and stops. Check out the nearby alcove.

This alcove features a dead Stalker and two offline computer terminals. The circular conduit slot is behind unbreakable glass. Suck the right terminal off its mounting and discard it. Locate an Orb from the nearby vertical conduit and aim it at the far lower-right corner. It bounces around the corner, off the glass, and into the slot.

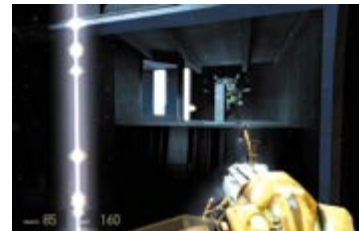


The elevator descends, and Alyx points up with alarm. Further debris is plummeting toward you, and this is even bulkier than before, so gather, then fire away. Continue checking the shaft above.

When the elevator stops, look around for another alcove. The circular conduit slot is behind a computer terminal. Although you can bank an Orb in off the terminal, it's easier to wrench both terminals off, shoot them into the Orb conduit, and get a clear shot.



The final alcove has a terminal with a glass viewing area to the left of it, with a Stalker standing motionless. Power the slot, and the stalker deactivates it. First, dispose of the Stalker by shooting an Orb to the right of the entrance (as shown) so the Orb ricochets left, killing the Stalker. Power the slot.



With the elevator powered again, Alyx shouts to you, "I see a stop down below. Let's get off there and see where it leads." Look down through the elevator platform to see the jutting bridge rising upward. Turn so you can leap to it and off the elevator. The reason becomes clear a moment later as gigantic pieces of metal rain down the elevator shaft, smashing through the platform. These would have killed you!



Both Alyx and you should move to the end of the passage, to this core door. Replenish your suit at the Combine Recharger, then enter the large connecting chamber. You're about to dash into the core reactor room!

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HALF-LIFE[®] 2

— EPISODE ONE —



DIRECT INTERVENTION

OVERVIEW

The Combine is attempting to wipe City 17 off the map after Breen's mismanagement of its assimilation program, and it has removed the central core's safety shielding. This includes three core stabilization devices and the cradle. The computer readouts tell Alyx that the Citadel will self-destruct no matter what you do, but you can buy yourself, and any of the resistance, time if you restabilize the core. Do this by winding upward through the central core area and pausing at the three main adjoining core control chambers to activate the core stability devices. Once done, rendezvous with Alyx, who has an escape route planned; you're traveling by Razor Tren, complete with a carriage full of unruly passengers....

INVENTORY PICK-UP

- Zero Point Energy Field Manipulator (Nonorganic)

ENTITY ENCOUNTER FRIENDLIES

- Alyx Vance
- Doctor Judith Mossman*
- Rollermines (Hacked)

ENTITY ENCOUNTER HOSTILES

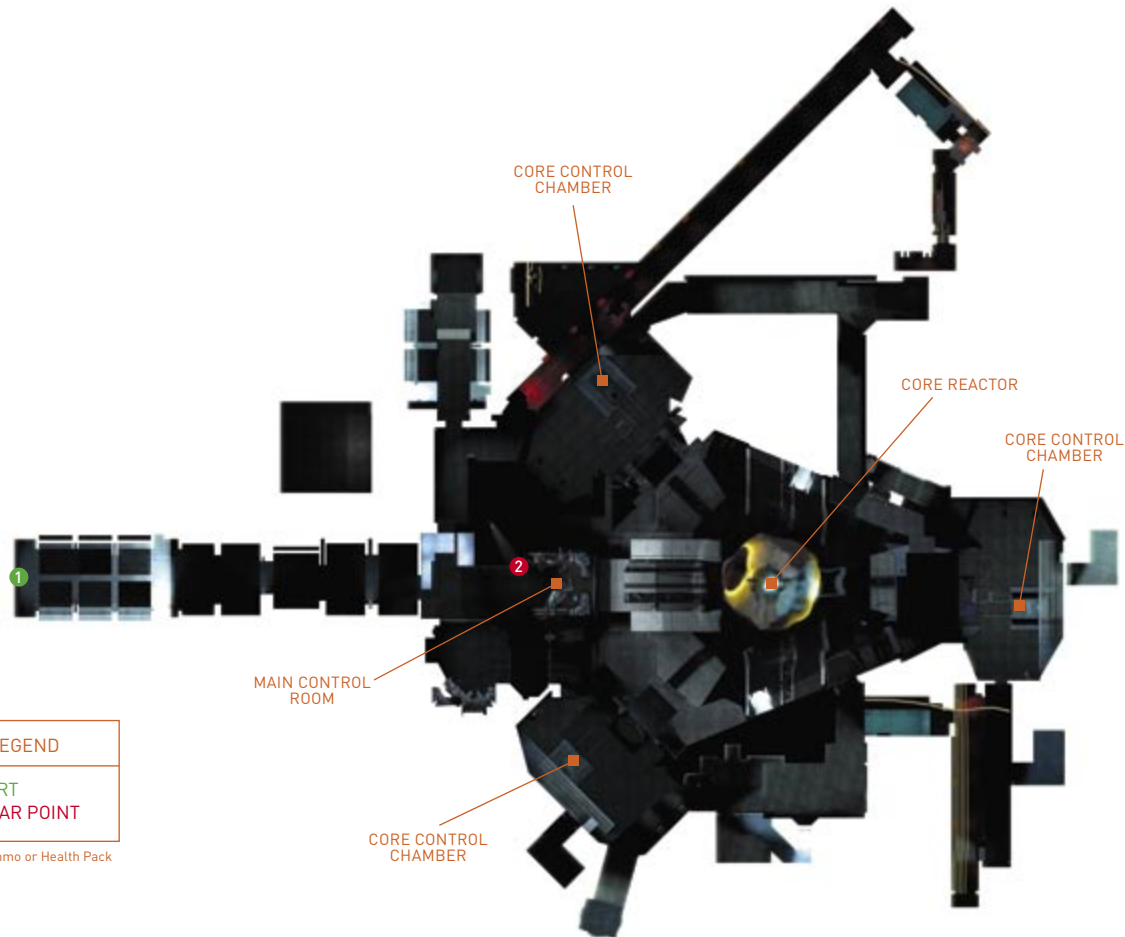
- Combine Elite
- Combine Soldiers
- Manhacks*
- Unknown (Possible Combine Scout Synth)*
- Rollermines
- Stalkers

* Indicates first exposure to entity

“YOU’RE GOING TO HAVE TO STABILIZE THE REACTOR ONE LEVEL AT A TIME!”

MAP 5

CITADEL REACTOR CORE CONTAINMENT ZONE



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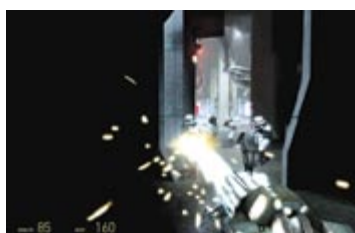
THE LOST COAST

HALF-LIFE 2:
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HALF-LIFE 2:
DEATHMATCH

The giant core doors retract, and you both peer into a darkened corridor. “The core control room is just ahead,” Alyx tells you. “Careful!” Step forward into the gloom, but ready your Gravity Gun.



The reason for your reduced speed becomes apparent as you spot a control room ahead, but four Combine Elites step out from alcoves to ambush you. Dodge the Elites’ Orb and catch it, firing it back at the lead enemy.

CAUTION

Take care during this firefight, as there are no good hiding spots, and the Combine Elites fire Orbs from their rifles. Catch these Orbs.



Use an Elite's corpse as a shield, then "bowl" it into the rest. This nullifies the squad, as the enclosed area means you'll strike more of them. A second set of four Elites guard the control room. Fire your Gravity Gun's bolts into them.

With the control room cleared, Alyx hacks into the terminal. The news isn't good. Alyx accesses the viewing platform and is taken aback. The Citadel's core is pulsing and about to melt down! "You're going to have to go in and stabilize the core yourself, Gordon!"



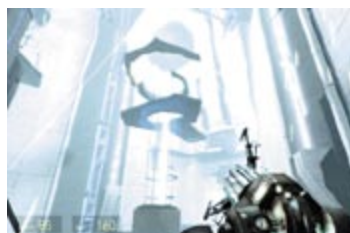
Follow Alyx to a second control room, with a camera closer to the core's base. Alyx shouts over the blaring klaxons: "This is it. I can't go into the reactor room, so it's up to you to dampen the reaction." During the viewing, use the Combine Recharger to your right.

"It's too late to reverse it even if we wanted to, but at least we can buy some time." Alyx gestures to the elevator shaft on your left. Wait for the platform to arrive, and step in. Alyx presses her hand to the glass fondly. Ride the elevator to the base of the core chamber.



CAUTION

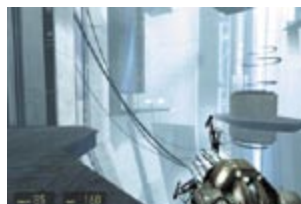
Your HEV Suit issues a radiation warning as you enter the core chamber. Fortunately, the levels are low enough to be repelled without health loss. Watch your step, though; falling off the sides of the platforms here kills you.



Step into the core chamber and check out your surroundings. Three viewing stations surround the central core, with platforms (both metallic and powered) to reach these zones. Concentrate on the powered platform to your right.

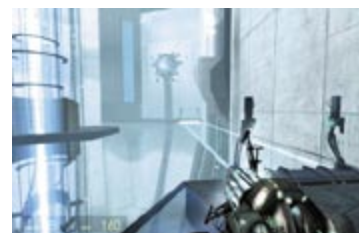


Face the bridge on the right wall to spot a Stalker shambling about on the opposite side. If it isn't defeated, it shuts off the power to the bridge as you cross it, which causes your death plummet. Gather an Orb from the conduit above the bridge to the right, and aim it at the Stalker. After it strikes and eliminates the corpse, take a second Orb from the conduit, and fire it into the circular bridge power slot.



The first slot is above the opposite platform, above where the dispatched Stalker was lurking. Take another Orb from the conduit, and swing left. On a distant platform is a second Stalker. You can dispatch him from your current vantage point, or wait. The second power slot is above you, on the left wall. Fire an Orb into this circular slot, and the bridge powers up. Race to the opposite side.

Turn left and view the second powered bridge, with electrical power lines spanning one side. Collect an Orb from the conduit adjacent to this bridge, and fire it into the slot opposite, above the second Stalker. Shoot the Stalker with an Orb first, if you haven't done so already.



Sprint across the second powered bridge, and turn left. Enter a small viewing alcove with a switch on the glass window. Press the switch, and the powered bridges rotate and split into three spans, each linking the central core platform.

EPISODE ONE: DIRECT INTERVENTION



Step out of the alcove and onto the nearest bridge. Ignore the other two bridges that have formed; they send you back the way you came. Instead, step to the central platform and locate the ladder leading up. Climb onto it and ascend.

Climb to the second platform under the core. Step around to the small powered bridge leading to a viewing window. You cannot enter through the window, so move left, toward a gap in the wall with a door panel leaning against it.



Enter the gap and turn right. Ready your weapon, as four Combine Soldiers and two Elites attempt to intercept you from the control room ahead. Deal with them quickly, staying in the initial corridor and culling all six before moving into the chamber. As you finish off the sixth foe and enter the room, look up at the gantry where another couple of foes attempt to attack you.



Suck them down from their vantage point and pummel them into a wall. Beware of grenades they drop; suck and lob them back, or vacate the area. When the enemies have been nullified, inspect this room: core control chamber 1. A circular slot above the window seems to power something. Return to the central core chamber, suck in an Orb from a conduit, bring it back into the control room, and punt it into the slot.



Step back as a grinding sound announces the arrival of a core stability device, which ascends from the floor, moves to the opening blast doors, and fires a blast of energy into the core. This stabilizes it. Turn and ready yourself for combat; a familiar whine fills your ears....



ENTITY ENCOUNTER

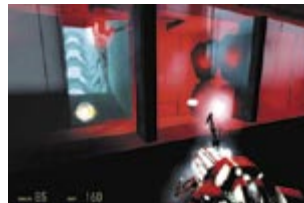
MANHACK



These nasty robotic hovering devices have gyroscopic sensors to steady themselves in the air, and they work in packs, charging you and savaging with rotating blades. Fortunately, you have the best weapon to combat them: the Gravity Gun. Suck in each Manhack one at a time, turn to face a nearby wall, and dash the Manhack into tiny pieces on the wall. The nearer the point of impact, the better. Manhacks can survive a punt into a far wall or midair.



Manhacks! The Combine have released a group of these flying razor-sharp robots into the room. They also attack from the gantry above, plus from a door that opened after the core stability device docked at the window. Suck in Manhacks, aiming them at walls or the Combine Soldiers arriving above you. Then turn and lob more Manhacks at the Combine forces in the corridor ahead. Check the gantry; there's another foe or two. After combat is over, recharge at the wall station.



Investigate the corridor from which the Combine attacked. Ignore the sealed corridor to the left; instead look at the red-lit chute on your right. Peer through the window to see Orbs shooting at high speeds along this chute conduit. You need to access this chute from the maintenance door at the corridor's end. Shoot the door off, crouch, and step to the chute entrance.

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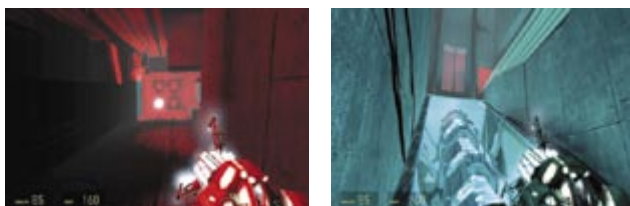
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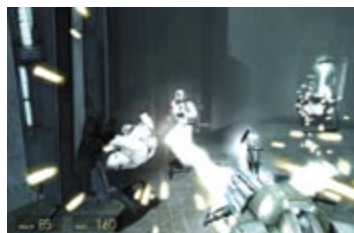
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DEATHMATCH

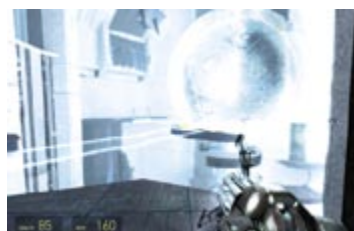


Ignore the chute corridor to the left; it leads nowhere. Instead, turn right and watch the Orbs race toward and past you. Step into the chute and run toward the appearing Orbs, dodging left and right and jumping over them to avoid them. When you're almost at the end, step left, into an opening where an energy duct is encased in clear plastic. Move up the duct, and leap right, onto the ledge above it.

The ledge wraps around to another maintenance door. Punt the door out into the corridor beyond, crouch and leap out, then turn right. Four Combine Elites are advancing on your position. Introduce them to the nasty end of your Gravity Gun, and bowl them over.

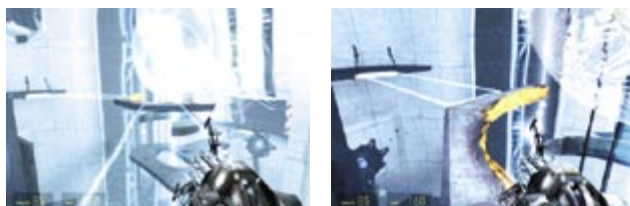


Walk to the small Orb conduit by the computer terminal, but look left and up instead of inspecting the console. Two more Elites attempt to ambush you from a ledge above. Suck and spit them out, then remove the Orbs from the small conduit, releasing the force field. Step out into the main core chamber.

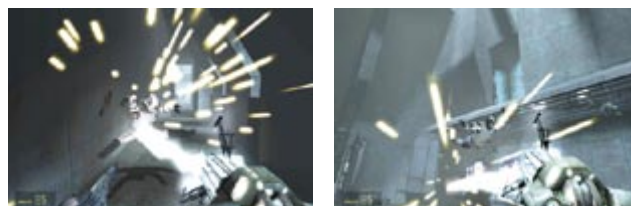


TIP

Save your progress before you negotiate the core chamber's upper section.



You must negotiate the rapidly expanding and contracting core, stepping onto the powered bridge and stopping before you reach the core. Watch the core pulsing for a few moments to time your next actions. When the core retracts, sprint and maneuver around the melting hexagonal middle platform and onto the powered bridge to the left before the core expands again. Be quick, or be dead!

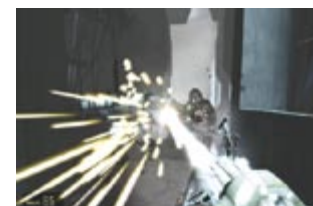


Once on the metal platform, turn left, and look for the outer wall's large gap, which leads to a corridor. You're waylaid by two Soldiers and two Elites as you enter the corridor and turn right. Battle along the corridor as a couple more Elites try to stop you, and enter core control chamber 2. Focus on the enemies standing on the upper gantry; use your Gravity Gun to dispatch them.



With all threats abated, return to the core chamber for an Orb, and plunge it into the circular slot device. A second core stability device trundles out, couples with the core, and brings the stability to a more manageable level.

With the device beaming dark matter into the core, exit this second chamber through the newly opened doors. They lead to an elevator. Ascend to a narrow dark corridor, and deal a quick death to the Combine Elite dashing to intercept.



Slowly move forward until you encounter three or four Soldiers, and defeat them easily. Don't venture too far around the slight right corner because conduit piping explodes on the left wall. Wait until the smoke clears and attack more Soldiers, pausing to check the force field on the right side as you continue down the corridor; vanquish more foes here. Step into a dark interconnecting chamber, and refill your vitals at the charger.

Follow the white light to the platform overlooking the core chamber. Ahead is the core cradle, which is unclamped and causing massive instability across the Citadel. Wait for one of the three cradle arms to rotate to your platform, then leap onto it.

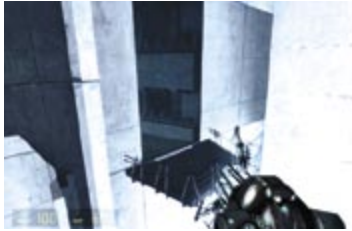


EPISODE ONE: DIRECT INTERVENTION



As you rotate slowly around the ceiling of the core chamber, a Soldier releases Manhacks from a platform across from you. Your initial targets are the Manhacks, but you have no nearby walls to slam them into. Instead, suck each Manhack, and punt it into the core conduit in the middle of the rotating arms. Continue this until the eight or so Manhacks are dismantled, then deal with the Soldier on the platform.

This slow-moving merry-go-round must come to an end, so leap to this platform, and don't fall short! Before you leap, spot Alyx at the command console below you. Land on the platform, and investigate the narrow corridor ahead.



The corridor turns left, as a Combine Elite attempts to ambush you. Push him back, into his friends, and continue the combat until the crumpled forms of five enemy troops dissolve at your feet.



Inspect the area until you reach another maintenance door, and blow it off its hinges, stepping into another area of ducts and conduits. Move up and around a burning section of corridor, to another encased energy conduit, and slide to the bottom of it. Stop!

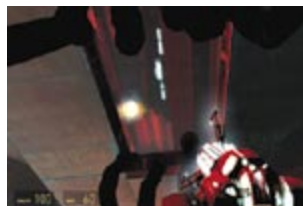


You have to navigate a longer chute with Orbs rocketing toward you, so step out to the chute's right side and work your way up. Rapid sucking and firing of the Orbs can clear a path, but it's better to strategically jump and stay to the right side so you only have to maneuver around one set of Orbs. When you reach the left wall's gap, step into the alcove, and blast open the maintenance door, which leads to the third core control chamber. Look right, and look out!



Stand your ground and begin to demolish the Combine Elite and Soldier resistance in this area, knocking the nearest foes into the farthest ones. Defeat around six, then inspect the room's state of disrepair.

Look to the Orb chute glowing red, with the broken windowpane, and suck an Orb in from this area, turning around and shooting it into the circular slot as before. The final core stability device creaks out of its moorings, but stops short of connecting.



The power coupling is loose. Inspect the rear of the device, and peer down into a subroom with three small Orb conduits. They are missing the Orbs needed to power the device, so drop into the room, and check the ceiling to the right. A hole leads to the Orb chute above you. Suck out Orbs and reignite two of the three Orb conduits. If you ignite the third, the device moves and seals you inside. If this occurs, suck the Orb out so you can escape. Stand on the lifting portion of the device, using an Orb from the cracked pane in the upper chamber, and aim it at the third conduit (as shown in the second screenshot). Step into the upper room, and watch the final jet of dark matter strike the core.



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HALF-LIFE 2:
DEATHMATCH



The third reactor-stability implementation takes effect, and the cradle descends in a pincerlike shape to hold the core's materials. This allows you extra time to flee the city, but the Citadel can't last more than a couple of hours, even with this heroic stopgap. Follow the open door and corridor to Alyx, who's viewing the regulated core. "Good job, Gordon. Let's not hang around in here!"

INVENTORY ADAPTATION ZERO POINT ENERGY FIELD MANIPULATOR (NONORGANIC)

When the cradle closes in on the core, the Gravity Gun changes from organic (bright cyan) to nonorganic (orange). The stabilization has an unexpected detrimental effect on your Gravity Gun: You can no longer affect living entities as well as metallic ones; from now on you can manipulate only inorganic materials.

Follow Alyx to the second computer bank near the elevator you used earlier. "I'm going to take a shot at hacking their network!" Alyx informs you before beginning her tinkering. A few seconds later, the screen image turns from static noise to a recognizable face. "Hey, it's Judith!"



Mossman is relaying a message from parts unknown: "I'm fairly sure I've pinned down the location of the Project. It's hard to say how much of it might have survived intact, or whether there's anything remaining that could compromise our work if it were discovered by the Combine. Once we've actually had a chance to survey the site, I can give a better opinion. It should only be a few hours before...." The transmission flickers. "I'm going to have to cut this short. We may have been spotted!" Mossman flees as her chamber is breached, and an unknown entity appears before the signal cuts out.

ENTITY ENCOUNTER

UNKNOWN



The end of Mossman's transmission is interesting, as the last few seconds shows the culprit responsible for locating Mossman's whereabouts. The device is a lightly armored piece of alien technology. Perhaps a synth of the Combine's? It could be a hunting mechanoid of some sort...or a contraption of Doctor Eli Vance's? You aren't sure.



"It's losing power.... Damn! Would've been handy to keep it charged up for awhile," Alyx remarks, gesturing to the Gravity Gun. Follow her as she sprints to another door and hacks into it. This leads to a short corridor and another elevator. Run to the elevator and ride it down with Alyx. "That should give us all a little more time to get out of the city. And I've got a big chunk of information for my dad and Dr. Kleiner to work with," Alyx remarks as the elevator stops at the train level.



"WE'D BETTER MAKE SURE WE'RE ON THIS TRAIN. THERE MIGHT NOT BE ANY OTHERS."

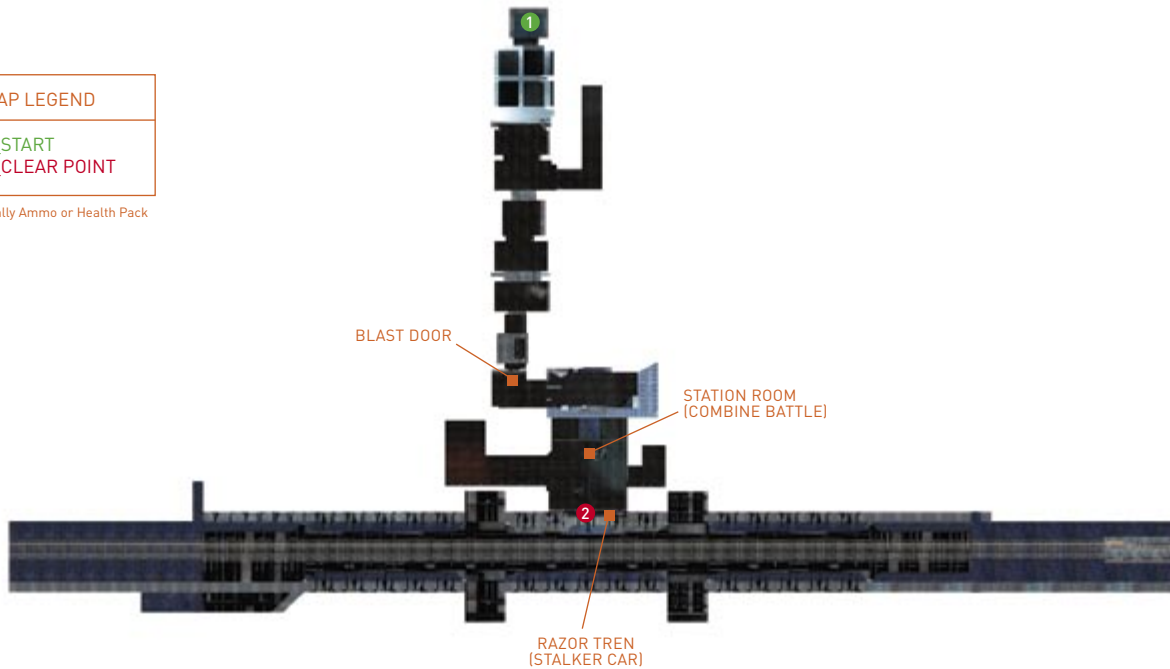
MAP 6

CITADEL RAZOR TREN STATION (BELOW CORE)

MAP LEGEND

1_START
2_CLEAR POINT

*Usually Ammo or Health Pack



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Dash down the corridor and at the far end, make a left. Ahead is a computer terminal. Look behind to see a Combine attack squad advancing, but Alyx seals the door before they reach you. They'll break through soon enough, though!

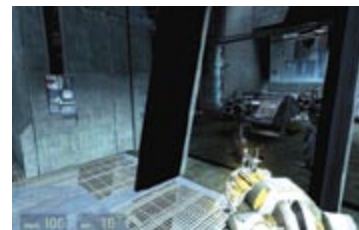


Two Rollermines appear, and the only weapon you have is ineffective except as a scenic punter, so heed Alyx's advice: "Bring me a Roller-mine, Gordon!" Suck up a mine and hover it next to Alyx so she stops firing at it and hacks into it like she did before. Don't let the friendly and hostile mines attack; pick the second mine up and let Alyx hack that one, too.



The doors to the station platform are opening, but Combine Soldiers are arriving. As the ramp door retracts, punt both Rollermines at the nearest Soldiers, then dash down into the computer terminal room, and pick up any mines and fire them, so each of the Soldiers is electrocuted by them. Lob a mine through the force field to waylay enemies incoming from the corridor to your right.

Time is of the essence, so follow Alyx's lead when you defeat the Soldiers, and run across to the platform, pausing to recharge yourself if need be. You hear Alyx shout, "We'd better make sure we're on this train. There might not be any others!" The Combine are breaking through! As the Rollermines have detonated, you can stay and die at their hands, or board that train.





You've entered a cargo car. "It looks like this will take us out of the city," Alyx remarks. She notices that one end of the car holds an open Stalker storage device. "Oh no.... Stalkers! I can't—we can't stay in this car." She calms herself a little, closing the head casing on the Stalker casket. "I'm sorry, Gordon. I just can't face them. Every one of them was a person who resisted the Combine. I hope to God they can't remember what they were."

The train picks up speed. Alyx notices this and looks at you in alarm. She holds onto the small computer console, but the train accelerates. You're away from the Citadel, but you can see only a gloomy green sky if you peer through the slits in the train's window. Alyx shouts. The train makes a horrible grinding noise, and you black out for a moment....



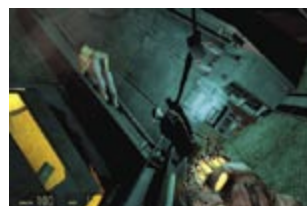
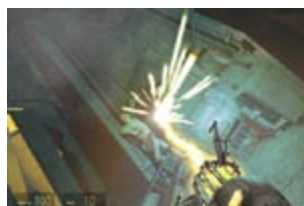
"NO! MAKE IT STOP! COVER ITS EYES! COVER IT UP!"



You wake up to a cacophony of screaming. Stagger to your feet, but watch your balance; the train has pitched on an angle, and you're standing on the side of the car now. Ahead a Stalker has woken and is shrieking while its head spasms at you.

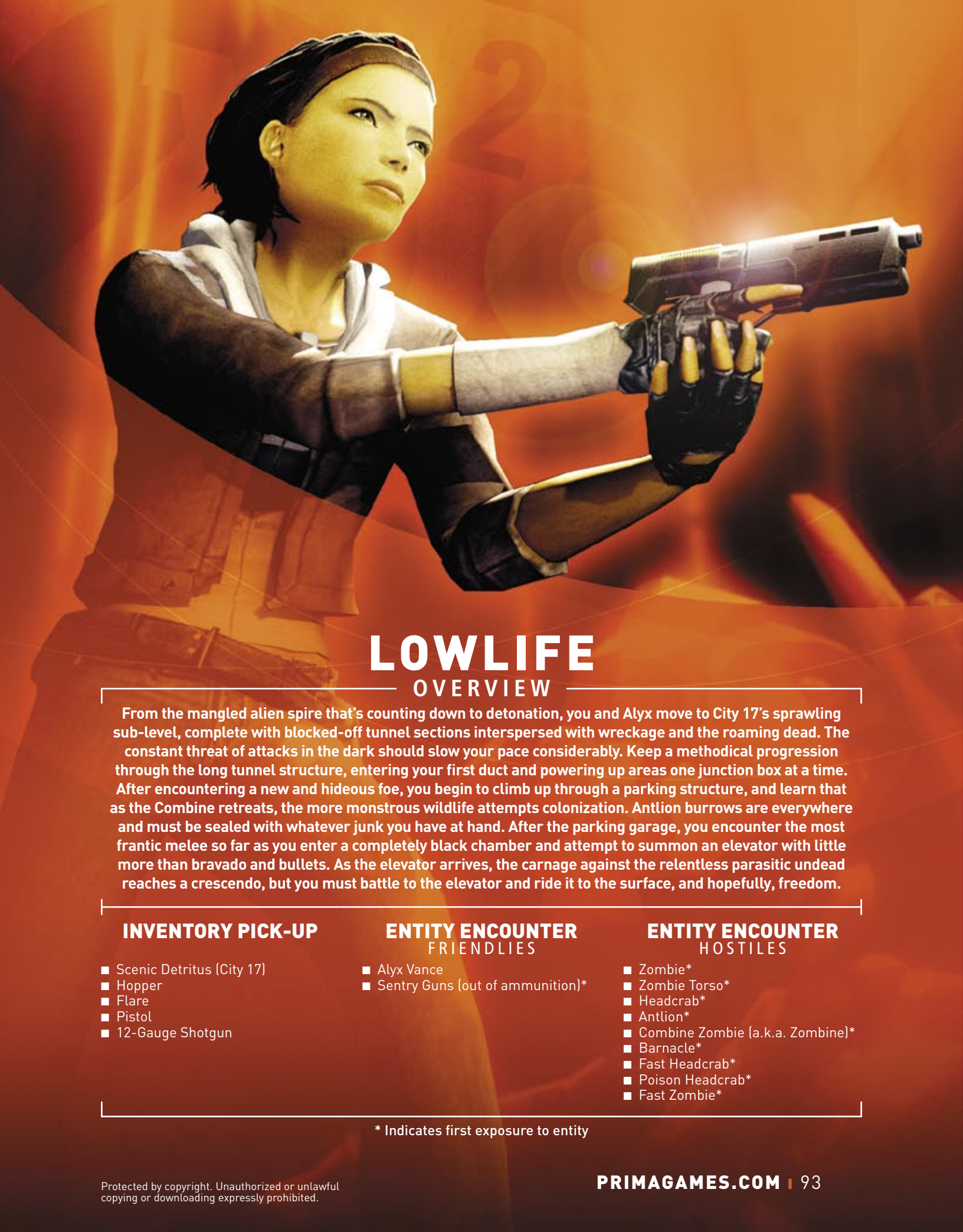


There's little you can do except ignore the caterwauling, and step through the tangled mess of emaciated insanity toward the carriage's far end. Quicken your pace, as a Stalker casket (complete with screaming occupant) has pinned Alyx to the side of the car. "Get it off!" yells Alyx as the Stalker lets out a strangled gurgle.



"Make it stop!" Alyx is almost hysterical, so shoot the Stalker casket or suck it back at you and wrench it off Alyx. She scampers up the side of the carriage and huddles in the fetal position for a moment, stricken with fear. Maneuver to her left, and peer out of the wreckage. Amid the sparks, drop to the concrete slabs and harvester shards. You've escaped the Citadel! Alyx drops from the train. "Looks like we're going on foot from here."





LOWLIFE

OVERVIEW

From the mangled alien spire that's counting down to detonation, you and Alyx move to City 17's sprawling sub-level, complete with blocked-off tunnel sections interspersed with wreckage and the roaming dead. The constant threat of attacks in the dark should slow your pace considerably. Keep a methodical progression through the long tunnel structure, entering your first duct and powering up areas one junction box at a time. After encountering a new and hideous foe, you begin to climb up through a parking structure, and learn that as the Combine retreats, the more monstrous wildlife attempts colonization. Antlion burrows are everywhere and must be sealed with whatever junk you have at hand. After the parking garage, you encounter the most frantic melee so far as you enter a completely black chamber and attempt to summon an elevator with little more than bravado and bullets. As the elevator arrives, the carnage against the relentless parasitic undead reaches a crescendo, but you must battle to the elevator and ride it to the surface, and hopefully, freedom.

INVENTORY PICK-UP

- Scenic Detritus (City 17)
- Hopper
- Flare
- Pistol
- 12-Gauge Shotgun

ENTITY ENCOUNTER FRIENDLIES

- Alyx Vance
- Sentry Guns (out of ammunition)*

ENTITY ENCOUNTER HOSTILES

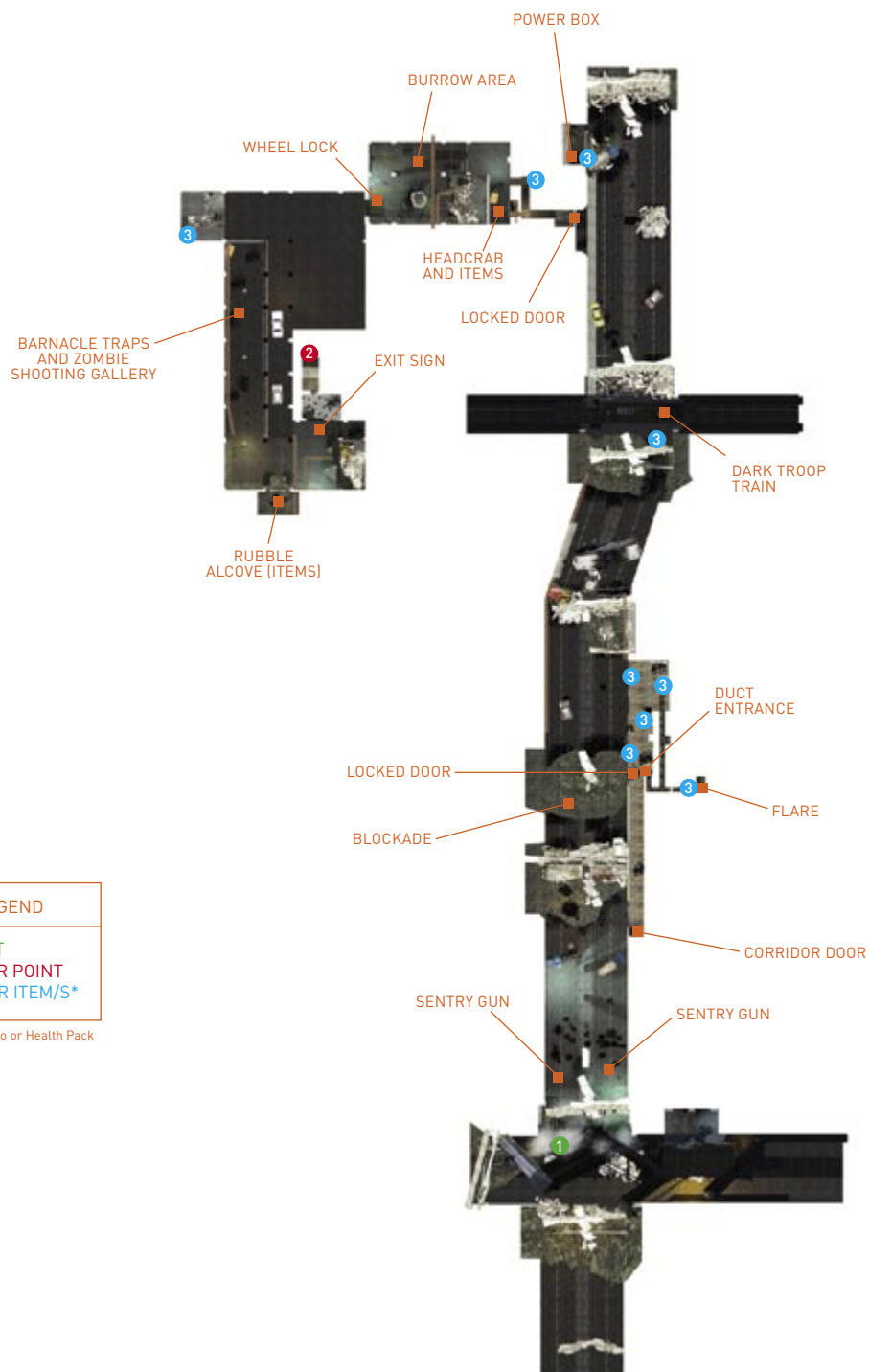
- Zombie*
- Zombie Torso*
- Headcrab*
- Antlion*
- Combine Zombie (a.k.a. Zombine)*
- Barnacle*
- Fast Headcrab*
- Poison Headcrab*
- Fast Zombie*

* Indicates first exposure to entity

“AS IF REGULAR ZOMBIES WEREN’T BAD ENOUGH. LOOK OUT, IT’S GOT A GRENADE!”

MAP 8

CITY 17: SUB-LEVEL TUNNELS

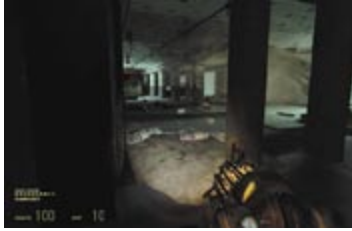


MAP LEGEND

- 1_START
- 2_CLEAR POINT
- 3_OTHER ITEM/S*

*Usually Ammo or Health Pack

Maneuver around and under the fallen masonry as you step away from the derailed Combine train. Look to the right, through the thick bars, into a long, dark tunnel that used to be a highway. "Watch out-turrets!" Alyx remarks. Locate the gap.



Step out over the concrete rubble at the right side of the tunnel. Something twitches in the gloom: "Careful! Zombies!" shouts Alyx. "Those overhead turrets should make short work of them," she remarks. But the turrets click and whine helplessly; they've long since run out of ammunition. Alyx takes matters into her own hands. Producing a Pistol, she begins to attack two animated corpses. The easiest and safest way to fight back is to switch on your Flashlight (F), and train it on the enemies so Alyx can easily aim at them.

TIP

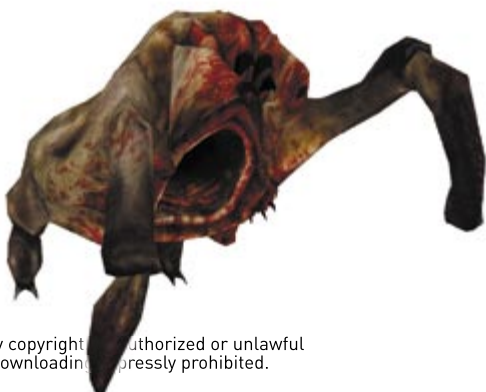
The Flashlight is an integral part of your defenses. Employ it tactically, rather than leaving it switched on all the time. Use Flares, switch off when ambient lighting is available, and make sure Alyx can see the foes she's aiming at!

ENTITY ENCOUNTER

ZOMBIE



The tunnels are filled with the recently slain and long-dead corpses of resistance citizens. Combine rockets still pepper the landscape, releasing Headcrabs that control their host and shamble toward you. Stay close to Alyx as she tackles them until you secure a firearm, and work together to dispatch these rotting deviants methodically. The alternative is to be swamped.



ENTITY ENCOUNTER

ZOMBIE TORSO



Resistance citizens have told Alyx, and your previous experience has told you, that the Headcrab parasites atop their shambling automatons must be slain first. However, if multiple threats present themselves, it's comforting to know that shooting out the knees and legs of a Zombie is easier now. This produces a crawling Zombie Torso that's less mobile, but still as vicious.



Something stirs behind the crumbling concrete pillar. "I really hate Zombies," Alyx informs you as she begins tagging it in the head with her Pistol. Act as a Flashlight attendant, letting her aim accurately before the threat closes...



...or use the Gravity Gun to help out. In your immediate vicinity are chunks of concrete, blocks, and (even better) a gas canister. Suck up an item and punt it directly into the torso of the advancing Zombie. The tunnel lights up in the ensuing explosion.

INVENTORY ADAPTATION SCENIC DETRITUS (CITY 17)

Lightweight items, such as gas canisters or concrete blocks, can be picked up (either with your hands, or ideally with the Gravity Gun), then dropped (Q) or blasted forward (E). The force of the propelled, or "punted," object can kill a foe, and there are many more options in City 17. Large objects, such as cars, can only be shunted, but this is another good way to dispatch the foes you encounter.

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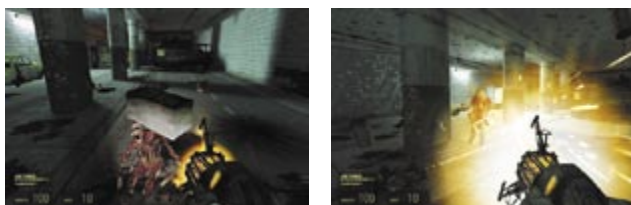
HALF-LIFE 2:
EPISODE ONE



HALF-LIFE 2:
DEATHMATCH

TIP

This should give you an idea of how to conserve your Flashlight Aux Power. Try punting a gas canister into a Zombie to set it alight. It burns, allowing you to see in the pitch-black tunnels while your Flashlight power returns.

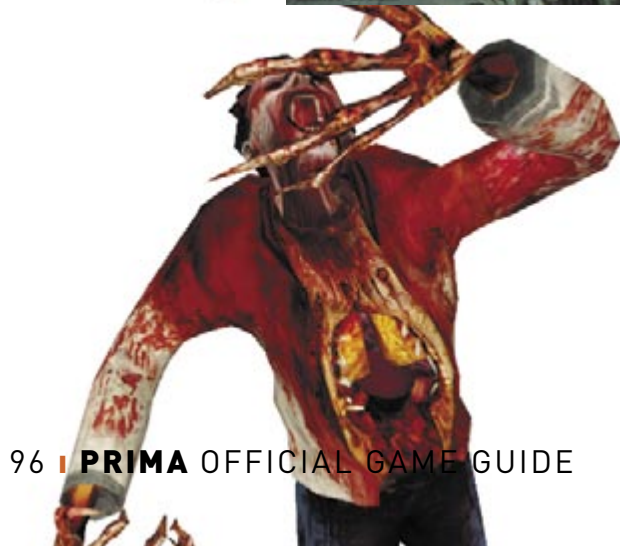


After a quick check of the Sentry Gun turrets that flap ineffectively from side to side, venture forward down the tunnel. There's side lighting on the left, so use the Flashlight only sparingly. The remains of a Fast Zombie litter the floor. Pick up something heavy with your gun to use as a projectile, because around the next pillar is another Zombie. As Alyx lays into him, use your detritus to topple the foe.



The mangled remains of a barricade of vehicles is up ahead, but those slumped corpses still look suspiciously docile. Are they playing possum? Check the left side of the tunnel to spot a mobile mine called a Hopper at the foot of a Zombie lying against the wall. These Hoppers explode if you move near them, so suck it up, and punt it at the Zombie. It explodes in a shower of fleshy chunks.

Alternately, use the Gravity Gun to shift the rusting car, slamming it into both the Zombie and Hopper, crushing them both.



INVENTORY ADAPTATION HOPPER

Hoppers take their name from their proximity attack, which is to "hop" toward a target and then explode. These mobile mines are usually concealed by Combine forces, but you can appropriate them to use against the undead denizens of these tunnels. The color of the device is most important: red Hoppers are active and will hop and detonate, wounding you. Yellow hoppers are primed and ready to launch, so be extremely careful around these; suck them to launch at enemies as if they were Grenades. Blue Hoppers are "friendly," and you can set them by dropping them on the ground. Finally, green Hoppers are friendly mines set by you or your team (if you meet any resistance citizens later). Watch your step and always clear away Hoppers before securing an area.

It's time to secure the area, so look along the right wall to this truck and locate the Hopper on the ground to the right of it. Lob this into the gap between the trucks, and set fire to some Zombie corpses. Back up before you launch, so you aren't caught in the blast.



A final shambling monstrosity appears from the darkness around the left area of mangled wreckage. Shine a light so Alyx has a clear line of sight or attempt the execution yourself. Once you down this final Zombie, the initial area is secure. Inspect it for items.



Items are a little thin on the ground, so search along the right wall for this entrance. Enter this pitch-black maintenance corridor. Turn left as you enter; there's nothing except a sealed metal door behind you.



The door at the end of the corridor won't budge. Alyx checks it: "Damn, it's got a powered lock. How are we gonna get this open?" Peer through the reinforced window to see a small chamber beyond, with a light bulb on the left wall. It probably needs to be accessed from the other side. If you turn right at the door, you spot a barrel. Behind the barrel is a low duct cover. Alyx has heard stories about your ventilation duct exploits!



Shoot the duct cover and crouch down. Enter the vent with your Flashlight on, and turn left. Crawl to a junction with a duct on your left, and one straight ahead. Optionally, go ahead, but stop at the gap in the duct floor. Suck some health from the corpse on the other side, as well as a Flare, and drop the Flare down the hole. It seems bottomless. If you try dropping down, you'll find you're correct, as well as dead. Instead, turn left, crawl to the small ladder, and snake up and over it.

TIP

If you're having difficulty maneuvering up this small ladder, press **(E)** to grab hold automatically, and again to release.

INVENTORY ADAPTATION FLARE

Flares play a big role in this infiltration of City 17, as you're moving through dark sub-level tunnels. Flares give you a short burst of brightness (which attracts Zombies, unfortunately). You can use a Flare in place of your Flashlight so it can recharge, but it is better as a weapon. Use the Gravity Gun to lob a Flare into the hide of a Zombie, who then burns to death and acts as a moving candle. This helps both you and Alyx. Flares are used automatically when you pick them up, so leave them on the ground until you really need them.

Crawl to the end of the shaft and look down. A vent prevents you from dropping into an inky-black room below. Shine your Flashlight and you spot a Headcrab scuttling below. Shoot the vent into the Headcrab to kill it, then enter the room.



ENTITY ENCOUNTER

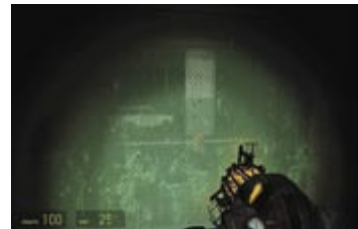
HEADCRAB

This is the first time you've encountered a Headcrab moving independently from its host cadaver. These like to leap up to scratch and tear at you, whittling you down and then clamping onto your head. Usually, you'd brandish your Crowbar and destroy one with a well-timed swing, but you seem to have misplaced this weapon. Instead, use your Gravity Gun and shoot scenery into its hide, until you secure a Pistol.



This room is incredibly dark, but once the Headcrab is defeated, it's empty of enemies. Collect the items scattered about, starting with the ammunition in this crate.

Spot a large window that cannot be broken. On the other side, the highway tunnel continues; you can see a gas canister, but not much else. You'll enter this area in a second.



The items of most interest are in the corner to the right of the window. Inspect the nearby lockers first for some Suit Batteries, then inspect the corner. There's a crate of items, a Flare, some Suit Batteries, and, on the shelf, a Pistol! There's a Shotgun as well! Smash the crate with the Gravity Gun, then suck all the items to the bent corner of the mesh fencing, and catch them all.

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- HALF-LIFE 2: EPISODE ONE
-
- HALF-LIFE 2: DEATHMATCH

INVENTORY ADAPTATION PISTOL

Congratulations! You can now take down targets from a distance without resorting to object throwing! Use the Pistol (with 18 shots per clip) for any combat where there's no scenery, you need a quick resolution to a combat problem, or you want to detonate an explosive object from a distance. The faster you tap fire, the quicker your shots. Collect more ammunition from crates or ammo boxes.

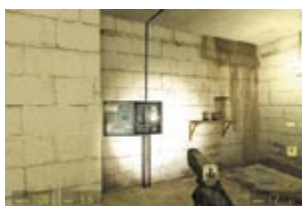
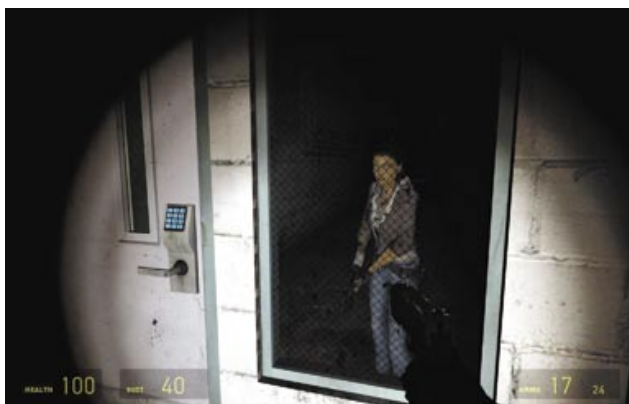
INVENTORY ADAPTATION 12-GAUGE SHOTGUN

An exceptional close-quarters weapon, this carries six shells in the chamber, and you can carry 20 cartridges. Look for the bright red boxes of ammo. If you're out of chamber ammo, you can still load single shots instead of waiting for a full reload. At longer range your damage tails off considerably. This is an essential weapon for blasting the Headcrabs off Zombies; especially the secondary fire that blasts two shells at once!

TIP

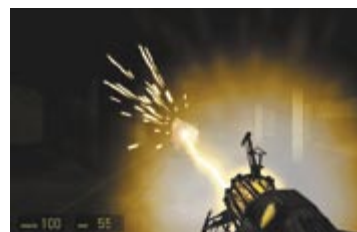
Now that you and Alyx are both packing heat, you must learn when to use your firearms, as there's limited ammunition. Alyx has her own rapid-firing Pistol that she's more than capable of using, with her own ammunition supply. Sometimes it's better to let her shoot foes while you provide the light or attempt to locate an escape route. Just don't leave her to fight alone!

Now either use your Flare or Flashlight to illuminate the area behind you. A mesh fence leads to a padlocked door. Your Gravity Gun cannot knock off the lock. Aim your Pistol at it and shatter the lock. Then step into the small chamber beyond.



You discover a door on your right, near the light bulb, and a door ahead with Alyx waiting behind glass; this is the door you couldn't open earlier. Look at the electrical cabling running from the right-side door, along the ceiling, to a power box. Activate it with [E], and the lights come on, the door unlocks, and Alyx comes running in to greet you. Take a final look around the room now that it's illuminated, pick up any items you missed, and exit via the door to the right.

Recharge your Aux Power to full, then use the Gravity Gun to push the car out of your way, turn right, and switch on your Flashlight. Search for the gas canister you saw from the window earlier, and suck it in. You hear vague moaning ahead.



A Zombie shuffles toward you, so launch the gas canister into its leathery hide until it catches fire and begins to scream. Alyx fires on the creature, so stay near her and provide the light. If the Headcrab leaps off the flaming corpse, tag it with your Pistol, or let Alyx do it.



TIP

The torched Zombie now becomes an area of light in the darkness of the tunnel. You can stay around this source as others attack, and recharge your Flashlight.

NOTE

Alyx fights with you, and she's a deft shot with her Pistol. She always goes for Headcrabs over regular Zombies. Provide light so she can aim effectively and you can conserve your ammunition.

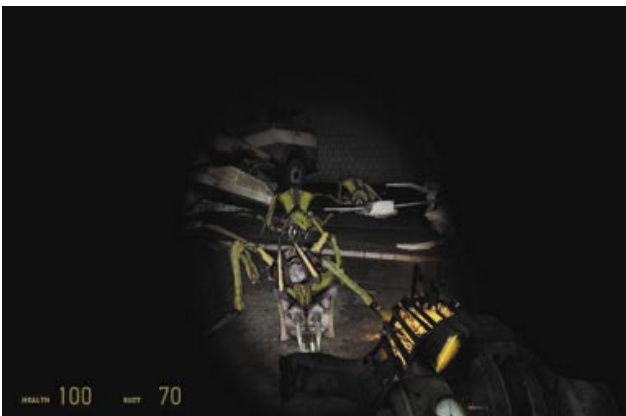


With the fallen Zombie (and possibly, the Headcrab) burning away merrily, prepare for combat with two more Zombies. Both are straightforward to tackle without expending any ammunition—let Alyx do all the shooting!

Remain near the entrance and conduct a quick sweep of the tunnel area behind you, left of the door you exited. Amid the rubble and wrecked vehicles is a fallen resistance citizen, who has dropped a Suit Battery and a Shotgun. This is the other place you can initially obtain this weapon.



Rejoin Alyx and slowly edge forward into the unexplored area. Near a pile of wreckage, Alyx spots a dead Antlion. "Antlions, here?" she asks. "The Combine's defense field must have collapsed. Makes sense if it was powered by the Citadel." Train your light on an incoming Zombie, and let Alyx dispatch it.



Rummage near the back of the white van for items, then move around the corner. Out of the gloom, a large insectoid creature lunges for you! Antlions still roam this tunnel, which is becoming increasingly unsafe! Use the Gravity Gun to knock the creature onto its back.

ENTITY ENCOUNTER

ANTLION



Vicious predators that hunt in herds of around four to six, Antlions attack with sharp mandibles, and their savage mouths knock you back and severely damage you. Twice as fast as a human and able to fly before pouncing, these fiends can easily overwhelm you. Retreat, use your Gravity Gun to knock them over, and let Alyx finish the job with her weapon to conserve your valuable ammunition. Antlions attack in waves, and usually from a nest tunnel exit. Block the exit, and you solve the Antlion infestation!

With the creature temporarily immobilized, Alyx takes pot shots at it until it dies; shine your light so she can aim properly. Round the end of the wreckage and stop. Look for another gas canister, and launch it across the roadway to the Zombie near the central pillar. It catches fire, giving Alyx a good aiming point. Keep back as another Antlion appears and let the Antlion and Zombie attack each other. Then mop up the victor!



TIP

Animosity between two different enemies is also key to your survival. If you spot two foes attacking each other, don't break up the combat by firing at them. Instead, let them fight, and finish off the foe that's left standing.

Listen. If no inhuman wailings are heard, spend a moment checking around the end of this tunnel structure. The corpse of a Zombie is sprawled ahead, near a crate. Crack open the crate for ammunition, then enter what appears to be a derailed Combine train. This is known as a Dark Troop car.



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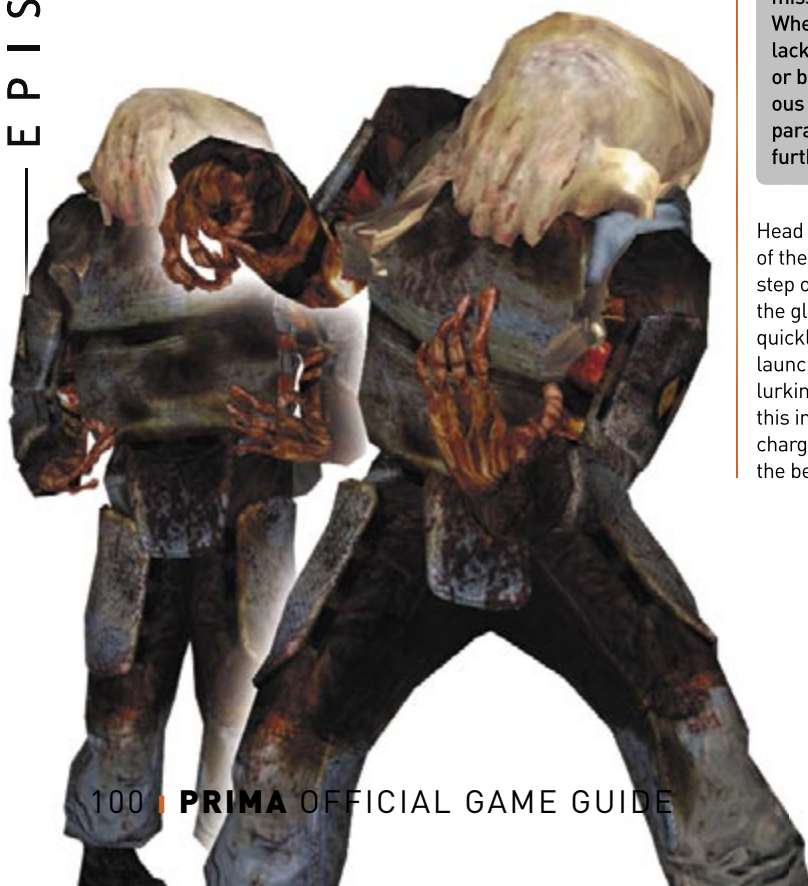
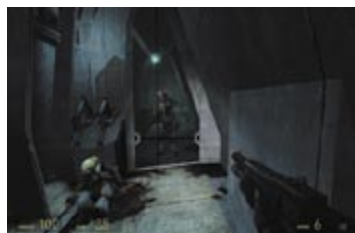


"Looks like we've found a troop train," Alyx says as she catches up. You spot something slumped against the door controls. "What the hell is that?" Alyx asks.



It's the body of a Combine Soldier with a Headcrab attached to it.

The creature seems quite dead, but as you approach the glass partition door, a second Combine Zombie begins to saunter forward! The beast produces a Frag Grenade, charges the door, and then explodes in a shower of greasy sinew and blood.



ENTITY ENCOUNTER

COMBINE ZOMBIE



It was only a matter of time before the Headcrabs ran out of the indigenous population to mate with and developed a taste for Combine flesh. At this stage in the Headcrab's evolution, Combine Soldiers have fallen prey to these parasites, and they've turned into extremely deadly adversaries, which have all the killing intent of a regular Zombie, but the toughened hide and hardware of a Soldier. Fast-moving, these attack with swipes, and when threatened or wounded, they bring out a Grenade to drop.

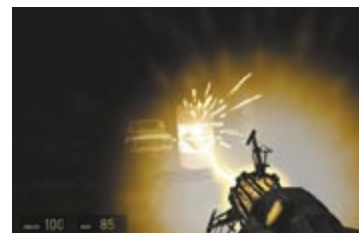


Terminate them with close Shotgun blasts to the head, backing off from the swipes. Retreat quickly if a Grenade is produced, or use skill and blast the Grenade using a Pistol, or suck and punt it away with your Gravity Gun. Should the Headcrab live after a Zombie death, leave it to Alyx to dispatch; she aims at these before other enemy types, freeing you up to tackle any remaining Zombines.

A cursory autopsy of the dead Zombie reveals that the head is completely missing from the corpse. Whether this is due to a lack of cranium originally, or because of the ravenous nature of the Headcrab parasite, is a subject for further debate.



Head to the side entrance of the Dark Troop train, and step out gingerly. Step into the gloom of the next tunnel, quickly snag a barrel, and launch it toward a Zombie lurking by a wrecked car. Do this immediately, before it charges you. Alyx finishes the beast.





The Zombines are coming! Stay along the right wall, and prepare for some nasty close combat. Your Shotgun is a good weapon to produce here. With your Flashlight on, listen and watch for an ambling Zombine coming your way. Let rip as it closes, aiming for the head. It drops, and a second Zombine appears. Tackle this one quickly, too. Let Alyx deal with any Headcrabs. A third Zombine usually produces a Grenade, so back away or punt it with quick Gravity Gun prowess.



Proceed through the tunnel, checking that your Flashlight is powered back up to maximum. More Zombines close in, so continuously pump them with your Shotgun, ideally aiming at the head. Use the secondary fire to dish

out multiple damage if your aiming is up to snuff. Another couple of Zombies lollop forward to engage you; back them up with more Shotgun fire, and if a Grenade appears, lob it immediately back at them with your Gravity Gun.



Take care of your colleague. Alyx isn't indestructible, adept though she is at combat. Don't run off, split up, or leave Alyx in the dark. She also grapples with the Zombine, kicking, wrestling, and shooting them as they fall to the ground. Help her out.

After you defeat around six Zombines, there's a short pause in the violence, allowing you to recover your wits and some Health Packs near a locked door halfway along the tunnel structure. The door seems powered; you need to switch on the electricity.

At the side door, pick up a Flare, and punt it down the tunnel, illuminating the rubble and another cave-in. Gingerly step forward with your Pistol at the ready, but be on the lookout for two new adversaries you encounter almost simultaneously: the Barnacle and Fast Headcrab! Shoot the Headcrab first!



ENTITY ENCOUNTER

BARNACLE



Clamped to the roof of the tunnel structure are a number of long, sticky, tongue-like protuberances that rapidly pull their prey (whether it be your head or a piece of rock) into a slobbering maw. This is a Barnacle, a dangerous creature that surprises its prey in dark places. Six shots defeat the Barnacle, and it drops a disgusting array of partially digested body parts if it has recently fed. Shoot it with your Pistol, or feed it an explosive barrel you set alight, but be sure to slay each one in case you backtrack. If you get caught in its strangling tongue, look up and plug away with your Pistol before you're next on the menu.

ENTITY ENCOUNTER

FAST HEADCRAB

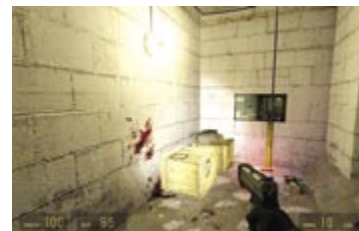


As soon as the Fast Headcrab leaps, shoot it with Alyx's help, then inspect it. This variety has spindly elongated legs and a more streamlined, less lumpy appearance. This is the dreaded Fast Headcrab. They move more quickly and are more difficult to pin down. Shoot or throw objects from a distance as they close on you. Crowbar or Pistol shots at close range work well...if only you'd kept that Crowbar!



Dodge the tongue-like tendrils of a couple of Barnacles, and concentrate instead on targeting any Fast Headcrabs in the area. Shoot them with your Pistol after they land, and have Alyx help you. Then carefully scan the ceiling and plug any Barnacles you see.

Head under the dead Barnacles to the tunnel's far end. You're looking for a doorway on a tiled wall. Once inside, check the floor for Headcrabs, then turn left and throw a Flare down to the end of the room you're in. Also at the end of the



room are a couple of item crates and a power box. Switch the power on to the tunnel structure, and turn around.

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Alyx is finishing any Headcrabs in the vicinity, but she needs some help as a couple of Zombies lurch in from the tunnel doorway. Stay inside the room to finish them both, as your dual weapons make short work of them.

Step back into the tunnel and return to the side door you spotted earlier, to the right of some graffiti. It has swung open, allowing you access to a brightly lit staircase heading up and right. Stop and recharge your Flashlight before you ascend.



Arm yourself with the Pistol. Take great care as you reach the top of the steps and make a left; a large Headcrab launches itself straight at you. This one is of the poison variety. Tackle it with a Pistol and some accurate shooting. Shatter the crate in the small alcove, then enter the room opposite, and slam bullets into any scuttling Poison Headcrabs in here, too.

ENTITY ENCOUNTER

**POISON
HEADCRAB**

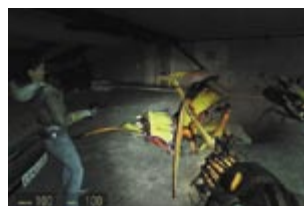


A gigantic, spiderlike entity with a dark gray mottled back, these beasts launch with a meaty maw opening, and if it connects, your health drops to 1! However, Poison Headcrabs alone cannot kill you; other enemies striking you while you're reduced to critical health finish you off. This is why it's important to destroy these creatures quickly. Your HEV Suit administers antitoxins, slowly rebuilding your health back to its original level (minus the slight damage the bite caused). Slam scenery or Pistol shots, into these beasts, and don't accidentally heal yourself during your recovery, or your suit stops healing you prematurely.

Step into the room beyond, and look left. You see a portable generator on wheels and other unusable items. A Poison Headcrab lurks in the back of the alcove. Crush it, and take the Suit Battery. Then quickly inspect the lockers for health and more Suit Battery power.

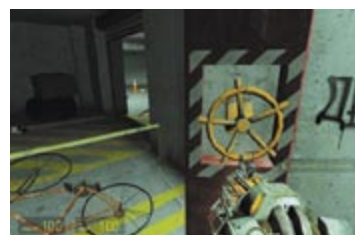


There's a gap in the mesh fence around the corner, leading to what appears to be a parking garage. Bring a barrel and slam it into one of the two Poison Headcrabs scuttling about the floor, or dodge their leaping and finish them both off with Alyx's help.



Round the corner of the parking garage, and move up to a wheel mounted to a wall, which probably opens the garage door in the corner. There's no time to inspect this wheel, as the rumble of an Antlion lair catches you off-guard, and around three of these foes emerge, heading in your direction. Bring out your Gravity Gun, and knock the closest one to Alyx onto its back. She defeats it, but more are coming out! "Cover that spot where the Antlions are coming through!" Alyx yells. Follow her advice, and maneuver around behind the parked car. Shunt it across to the concrete dent and hole where the Antlions are emerging. Make this a priority. If the car lands on the hole, the Antlions cannot access this part of their burrow. Use firearms or blast the remaining Antlions with your Gravity Gun, and Alyx finishes them off.

With no more Antlions to contend with, move to the wheel and turn it using **[E]**, and a garage door slowly rises. If you let go of the wheel, the door closes again, so keep holding **[E]** until the door fully opens and clicks. Enter the parking garage beyond.



This longer, more intact scuttling suspects: a Poison Headcrab and a couple of regular Headcrabs lurking in the corners and shadows. There's a crate to smash as well. When you're done, locate the mesh gate in the opposite corner from which you arrived.



Keep on the near side of the mesh gate, and produce your Pistol. You easily spot a group of Barnacles dangling from the ceiling just inside the corridor beyond, but don't slay them; they can actually protect you from a group of Zombies and Zombines staggering around the opposite end of the corridor. Use your suit's zoom function ([Z]) to pick out the barrel, and tag it with two Pistol rounds to set it alight. This explodes, creating a light source and wounding a few of the foes, causing them to spot you.

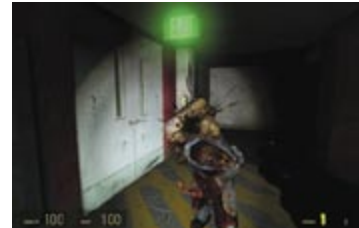


There are eight of these undead clowns to cull. Start with the Zombines. Plug away at their heads with your Pistol, and concentrate on the same enemies as Alyx. When a Zombine attempts a charge, shoot it. Should it reach your vicinity, it's strangled and sucked up into a Barnacle, making it easy target practice. Shoot the Zombine, and continue this tactic until the final couple of Zombies stagger forward. You and Alyx should make short work of them. After you abate the undead threat, slay the Barnacles, or cut a path through them toward the parking garage's opposite end.



they round the corner and charge you. Don't back up into the area to the right, under the pipes, or they could pin you.

With combat almost over, reload your Shotgun, and move to the double doors on the far-left corner wall with the "Exit" sign above them. That slumped Soldier corpse isn't dead, so decapitate it, then sweep the area. There's ammunition galore inside a small alcove of rubble.



Open the double doors and move through to the stairwell, which leads to parking garage level P6. Head upstairs, pausing to check that Alyx is with you. Continue up to level P5. Recharge your Flashlight and select your Gravity Gun on the way.



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HALF-LIFE 2:
DEATHMATCH

"THE ELEVATOR'S ALMOST HERE...WE JUST GOTTA HOLD OUT A LITTLE BIT LONGER!"

MAP 9

CITY 17: PARKING GARAGE P5, AND BLACK CHAMBER



*Usually Ammo or Health Pack

At the top of the stairs, move into a long corridor with a mesh fence on the left, revealing the parking structure beyond. Zombines and Antlions spot you, and Alyx opens up with her Pistol. Back off from the combat, because you have a special task to complete.

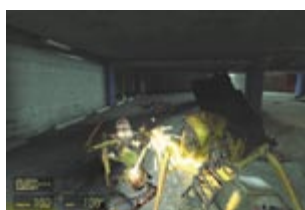


Run to the end of the corridor, turn left, and sprint past the Zombines and Antlions fighting each other. You're looking for this wrecked car on the parking structure's far-left side. Ignore any enemies until you reach this location, then stand in front of the vehicle.



TIP

From a scan behind the fencing, and some common sense, you know that Antlions are appearing from nests, and there's little point in shooting them if more are going to appear in a continuous swarm. Instead, plug the burrow exits. There are three.



The most proficient method of plugging the first hole is to shoot the vehicle across the garage, back to the corridor exit and large "P5" wall sign. Shunt the car so it lands on top of the Antlion burrow. Shoot any Antlions Alyx is encountering, so they fall on their backs. There's a second burrow hole on this floor, but no vehicles are about. There's no time to lose; search for another car on the upper level!



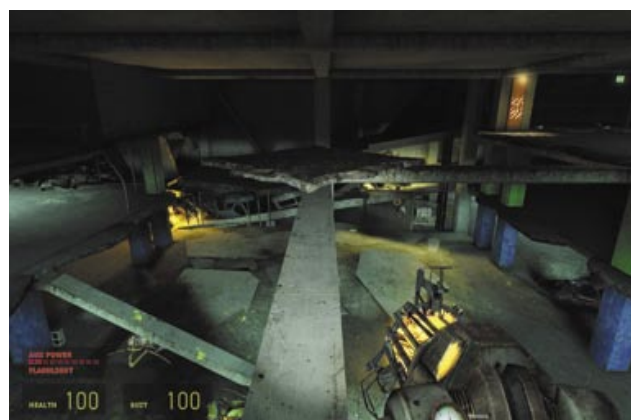
Head into the middle of the parking structure and look for the steel girder that's fallen at an angle, creating a ramp to the second floor. Search the area later; for now, scramble to the top of the steps, then spend a few seconds shoving Antlions off onto the floor with your Gravity Gun. If Alyx is getting swamped, focus on helping her so she doesn't die.



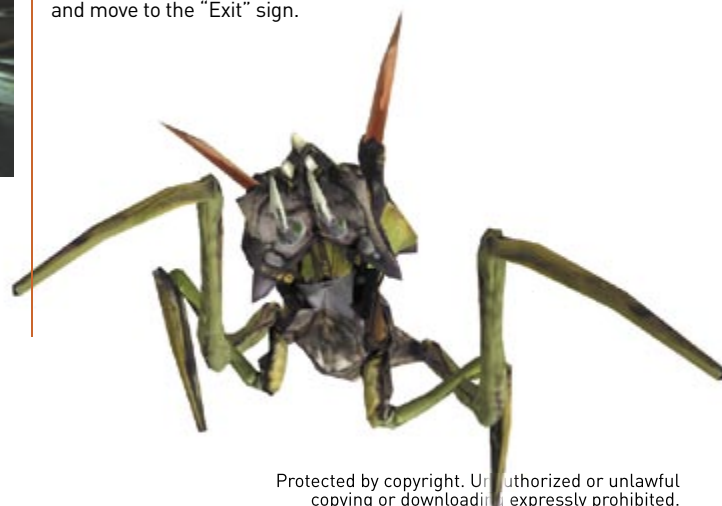
Up on the second level, the nearest vehicle is stuck inside a doorway. Blast the item crate on the left doorway, enter the small room behind the vehicle, and shunt it out from this angle. Although there are gas tubes and other scenery, ignore them for the moment; you must plug those burrows! Launch the car off the side of the structure so it tumbles down the ramp, and drop to aim it into the burrow. Help Alyx mop up Antlions swarming the immediate area.



Head back up the initial ramp, onto the second floor from where you launched the car, and walk around the hole in the ground counterclockwise until you reach another narrow beam and a fallen girder that leads to the structure's third floor. A final hole needs plugging, so head onto the safest flooring and punt a couple of Antlions to the ground.



This gives you enough time to continue in a counterclockwise route until you reach this upper girder that spans across to a small piece of wrecked concrete flooring. Step onto it, turn right, cross the beam, and move to the "Exit" sign.





Alyx is following you. The exit below the sign is enclosed in a mesh gate. Rotating the wheel left of the gate is impossible and dangerous with Antlions still present; you're attacked and have to let go of the wheel. You must find the final car, and it's behind a gate on a lower garage ramp below you. Move to the gap in the wall above the car, right of the "Exit" sign. Bring out your Shotgun, drop onto the car's roof, then target the Zombie before it rises to its feet. Collect the health if you need it, then move to the base of the ramp, using the wheel to open a second mesh gate.

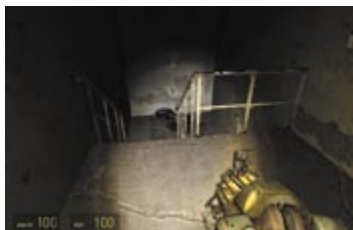


Shoot the car off the side of the parking lot's second level, over the second car you already plugged an Antlion hole with, and across to the ground floor's far side, into the last burrow opening. With all three holes jammed (in this order, and using the three cars in the order stated), you and Alyx encounter the minimum possible Antlions, and incur the smallest possible damage.

After you finish off the remaining Antlion stragglers, the area is secure. Inspect the ground floor; discover Shotgun cartridges and ammo near the entrance corridor. Up on the second floor, find Health Packs and a crate. Move to the exit gate, and rotate the wheel until the gate locks open. Take the health inside.



Enter the doorway to the right of the exit gate, and begin a careful descent down a pitch-black staircase. A body on the first landing is just that; he doesn't move. When you reach a doorway on your left, down two floors and with a "Danger" sign, stop for a moment.



Ignore the doorway with the "Danger" sign for the moment, and continue to the base of the staircase with your Shotgun at the ready. In the knee-deep water at the bottom, a Zombie Torso flails at you; shoot its crab head, and collect the items from the crate it was guarding.



Return to the doorway and head through, into waist-deep water. Alyx isn't happy about the pungent odor, but there are more important matters to attend to, such as your safety. Peer into the chamber, and notice a barrel near the right wall. Use your Pistol to shoot it, then watch it explode and set off a second barrel. This doesn't damage the Zombies and Zombines lurking here, but in this enclosed space, the barrel detonation keeps you safe.



The reason for your barrel hatred becomes clear after you venture into the middle of this chamber by heading through the gap in the fence on the left side, then turning right, and right again. Train your Shotgun on the doorway, as three Zombines gurgle and rampage out to greet you. Drop them with secondary Shotgun fire, and back up if a Grenade is produced; if you hadn't destroyed the barrels, the room becomes a deathtrap. Stay in the middle until all three Zombine are dead.



Move to the doorway, and peer inside the adjacent waterlogged room. If an explosive barrel is still intact, destroy it, then back out as one or two Zombies trudge toward you. Alyx can handle it if you're low on ammunition.



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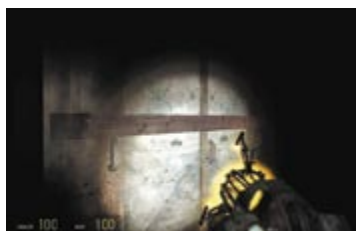


Enter the room the Zombies came in from, and locate the steps heading to a heavy door. Open it, and enter a large storage depot that's pitch black. Check the area to the right to find a crate with items and a Flare. Switch off your Flashlight so it can power up, and carry the Flare left, along an open corridor flanked with concrete pillars, to an elevator shaft to one side of the middle of the room. "Oh please, let this be the way out!" Alyx murmurs.



Alyx calls the elevator, and the results are less than spectacular. "Oh crap, no power," she remarks. All that remains now that your Flare has burned out is a sparking wire. "Let's check out where that sparking wire leads," she suggests. Amid the eerie quiet, face the elevator, look up at the wire, and follow it right, along the perimeter wall, continuing right until it disappears behind a crumbling wall. Turn right, and continue along the concrete wall on your left.

You pass an explosive barrel. You still hear no sounds. Move forward and locate a pair of thick steel double doors with a wooden beam clamping them shut. Produce the Gravity Gun, and wrench the beam away from the doors.



We have hostiles! As soon as the double doors swing open, three Zombines greet you with Grenades and filthy claws. Back up, and blast them with both barrels of your Shotgun, and prepare for some ferocious combat in the dark. Here are some plans of attack.



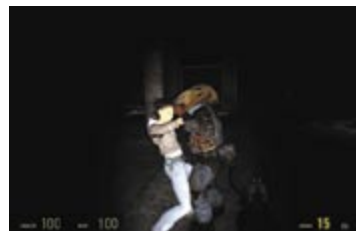
CORPSE CULLING AT THE ELEVATOR

Deal with the Zombie behind the double doors first, making sure you're helping Alyx with her aim; shine the light on the foes with whom you want help.



Use Flares, which are scattered near the elevator and inside the double doors, to light up Zombies. Switch off your Flashlight because it attracts Zombies. Pick up a Flare, and launch it into any enemy you see. The additional light comes in handy.

Alyx is mission-critical personnel as well as a close personal friend. Listen to her shouts, and never leave her unless you are looking for health. Help her out if more than one enemy is attacking her!



A new type of undead entity—the Fast Zombie—thrashes about in the darkness; attack this first unless a Zombine is in the area.



Take care that you aren't swamped in the pitch blackness; back away from Zombines carrying Grenades, and use the barrels, gas tubes, and Flares to create a burning foe. Recharge your Flashlight. If you go dark, Zombies will appear and swarm you!



The Fast Zombies follow you doggedly, but you can have fun with them. Move to the junk rooms in this chamber's far-right corner (assuming you're facing away from the elevator), and slam paint pots into them for a messier-than-usual demise!

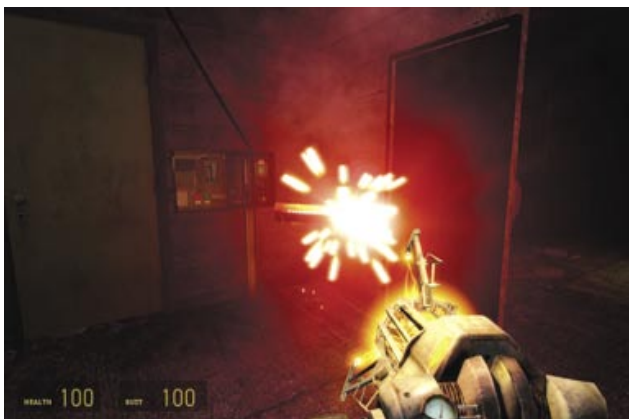
ENTITY ENCOUNTER

FAST ZOMBIE



Until you encountered the Zombines, this was the most frightening of the mutant undead. These Fast Zombies have been flayed, and their dripping corpses commandeered by the Fast Headcrab you witnessed earlier. Because they are so quick, stand your ground and fight; don't run. The only real way to bring them down is with a punted object to the head, or a single shot by a powerful weapon (such as the Shotgun's secondary fire function).

BACK ON TRACK: ELEVATOR SUMMONING



The plan is straightforward; after you defeat the three Zombines behind the double doors, enter this generator room and restore the power. It doesn't switch on the lights, unfortunately! Backtrack to the elevator (the only light source in the chamber), and wait for the elevator to arrive. Stand at the elevator gate and wait for it to open, fending off a dozen foes. "The elevator's almost here...." Alyx yells. "We just gotta hold out a little bit longer!"

CAUTION

There's little point in traversing this gloomy chamber in the hopes of picking up items; Health Packs and ammunition are scattered about in the corners, but the hostile forces never let up. You fight them until you board the elevator or succumb to their fetid claws!

Alyx automatically dashes into the elevator and waits for your arrival. Although the area is enclosed, it's a good spot to finish a few final foes. When you both enter the elevator, Alyx slams the doors closed and presses the "up" button. The Zombie carnage continues back in the black chamber.



The elevator rises, much to Alyx's relief. From the black chamber, the elevator rises past masses of broken concrete to an intact level, where a group of citizens made a valiant stand at the elevator. Without power, they were savaged into little more than bloody offal.

The next floor up has bright light streaming in from the left, and an Antlion on the prowl. A floor up above that has a Zombie banging on the elevator gate, thankfully to no avail. The elevator comes to a stop on the tiled floor near the surface; you're almost outside the nightmarish sublevel of City 17!

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HALF-LIFE[®] 2

— EPISODE ONE —



URBAN FLIGHT

OVERVIEW

Escape the city before the core reactor blows. This is easier said than done, but it isn't impossible. There are hardships to endure, such as the rambling that Doctor Kleiner is forcing the remaining pockets of humans to listen to. Head across the city, employing your Antlion burrow covering technique, and take down squads of Combine still attempting to restore order. They aren't having much luck, but the streets are still filled with them, and other dangers such as Zombines. Continue street by street, paying special attention to your nimble combat prowess when a rampaging Antlion Guard spots you, then proceed to the center of the city sector where Barney Calhoun is leading humanity's remnants to the train station. You're asked to rendezvous there after trawling through a hospital, complete with a rooftop battle with a Gunship and visits to numerous ex-patients, who are decidedly more unwell than when they were admitted.

INVENTORY PICK-UP

- Crossbow
- Infinite Ammo Crate
- Rocket Propelled Grenade Launcher

ENTITY ENCOUNTER FRIENDLIES

- Alyx Vance
- Doctor Isaac Kleiner (via BreenScreen)*
- Hedy Lamarr (via BreenScreen)*
- Resistance Citizens*
- Rollermines (Hacked)
- Barney Calhoun*

ENTITY ENCOUNTER HOSTILES

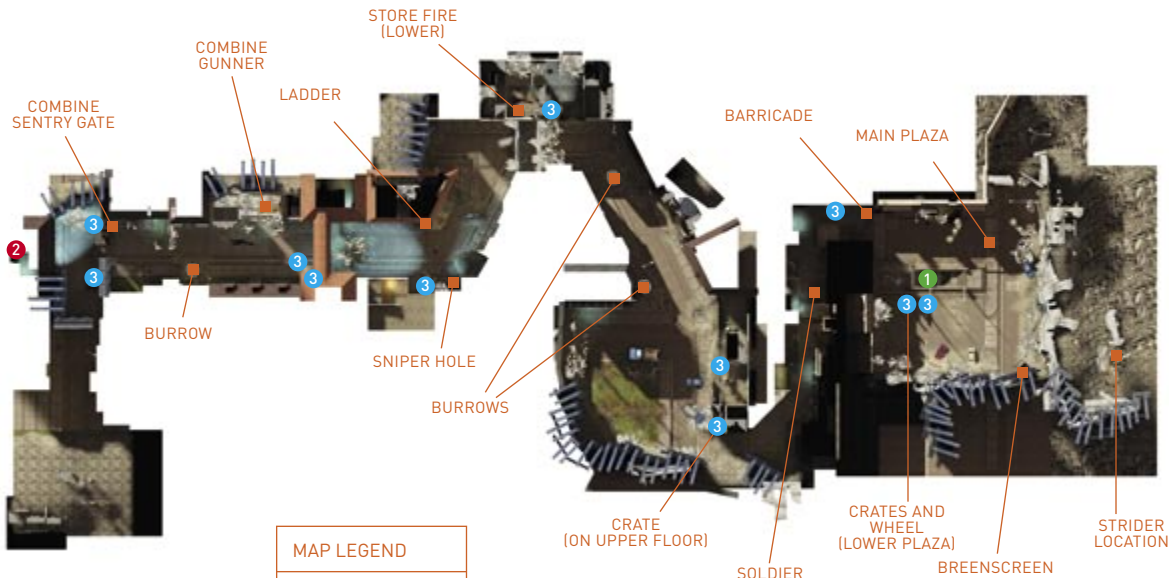
- Combine Soldier
- Antlion
- Zombie
- Rollermines
- Poison Headcrab
- Combine Zombie
- Zombie Torso
- Combine Dropship
- Hopper
- Barnacle
- Scanner Type I
- Combine Gunship*
- Poison Zombie*
- Sentry Gun*

* Indicates first exposure to entity

"...AS WE STRUGGLE OUT OF THE SHADOW OF OUR MALEFACTORS, WELCOME BACK TO THE LIGHT."

MAP 10

CITY 17: GRAND PLAZA AND COBBLESTONE STREETS



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"I can't believe this." Alyx has run to the far end of the refuse-filled plaza and is checking the gate. "No, no, no! It's locked!" Move toward the gate, and inspect the structure. It's quite solid. However, to the right, there appears to be a notch that a wheel could fit in. Peer up the steps, and a group of citizens runs past. "Can you let us out of here? Hello!" Alyx yells. The citizens disappear. Check the plaza for a method of escape.

Turn right, and head back toward the elevator gate, but check the wall in front of you. There's a barred gate with a wheel crank leading to a small storage room packed with boxes and crates. Rotate the wheel until the gate locks into place, and begin a rampaging demolition of all the boxes.



Smash all the boxes and crates that are destructible (there's quite a stash of items here), and suck, turn, and repel the unbreakable boxes into the plaza. During your smashing time, look for a red wheel crank in the far-right corner. Pick it up, and take it back to Alyx.



"Come on, Gordon, crank that thing!" Alyx shouts. Slot the wheel to the notch and furiously open the gate until it locks. Then head up the stairs, into what was once a grand plaza. Look to the skies: "It looks like the Citadel is starting to flare up again," remarks Alyx. Greenish lighting crackles from the top of the tower. Step onto the main open plaza grounds, and witness the incredible destruction of the recent Street Wars.

ADDITIONAL INVESTIGATIONS

Turn to the right and look up, and you'll see a "BreenScreen," but with a new face peering down at you. It's Doctor Kleiner! He's reading out a statement, and it appears to be on a loop:

"Fellow citizens...

residents of City 17 and environs...by which I mean sentient residents, of course, human and otherwise, although I believe there is little need to explain recent developments to our Vortigaunt allies...at any rate...

"First, as a matter of great urgency, if you find yourself still within the confines of City 17, you are well advised to leave the city at once by the fastest means available to you. We have restored service to much of the commuter transport system in order to carry citizens out of the city as quickly as possible. We have also established camps and triage areas in the surrounding environs. I repeat, you must evacuate the city at once. While there was certainly a great benefit in destroying the Citadel's teleport core, we have detected one rather unfortunate side effect. It would appear an inevitability that very soon now, the Citadel will be consumed in a destructive event whose magnitude I cannot currently estimate with any certainty, except to say that it will almost certainly irradiate an area of many miles' radius. Therefore, I repeat, evacuate City 17 at once if not sooner! I cannot state this without enough undue emphasis!

"We must make the most of the time we have, as it is by no means certain how much time we have secured ourselves before the Combine attempt to restore their dominion, as they certainly shall. Since this is in fact the first opportunity we have had to speak openly of the baleful influence of the Combine, there is much ground to cover—and in fact I hope to institute a series of useful bulletins in the days ahead. However, for now, we will have to content ourselves with some relatively meager exposition. The destabilization of the City 17 reactor has had repercussions



that were not entirely unexpected, although we hardly dared speak this hope ahead of time. The destructive pulse forced a damper on the entire network of linked Citadel reactors. Thus, for the time being, I believe that all Combine portals have failed completely, as well as all communication systems based on that technology. In short, the Combine are completely cut off. Combine forces currently stationed on Earth are now isolated units. Stranded. However, this is most likely a temporary state of affairs. As we once learned to our dismay, even the relatively tiny fracture at Black Mesa gave our enemies an opening which they were able to force ever wider, as they poured through in greater and greater numbers. In addition to the completely xenoth-eric species, there are many modified post-human allies still remaining on Earth who will be doing their utmost to re-establish lines of communication and supply with the larger forces.

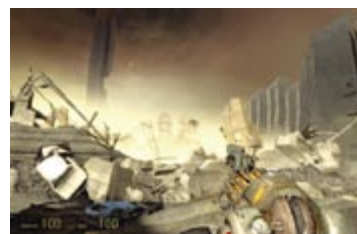
"Even so, there is greater reason for hope now than at any time in the past decade. We have made, in secret, several technological advances which we will do our best to deploy in advance of the Combine's return. We continue to diligently assemble and train a new generation of scientists and technicians. For what the Combine fear the most is not any tangible human weapon, but our will, our intellect, our ability to respond selectively and rationally to every terror they turn against us. We place our firmest hope in the human spirit, even knowing how easily it may be shattered. We have all seen friends and family crushed by the Combine. Some of our neighbors have allowed themselves to be co-opted, and purged of their humanity, by the military machine. And those who resisted have met a most terrible fate. Still, I cannot overstate how important it is that we retain our humanity. Only this will allow us to hold together as we must for their inevitable return...and what is certain to be unimaginable retaliation.

"And...oh yes, if you missed any part of this message, it will loop repeatedly until there is no point in looping it any longer. I apologize for any inadvertent errors or omissions. Let me just add to all those who can hear me now, as we struggle out of the shadow of our malefactors, welcome back to the light. Now... where did I put that calculator...?"

NOTE

If you watch Kleiner's rambling speech all the way to the end, you'll glimpse and hear a scuffle between Kleiner's pet Headcrab, Hedy Lamarr, and a desk lamp. "Careful, Lamarr!" Kleiner admonishes his pet, "These lamps are quite hot!" It appears the beast is attempting to "mate" with the light source.

During Kleiner's waffling, you can quickly survey any exits in this rubble. In the distance, a Strider maneuvers down a road, but it's too far away to pose a threat, thankfully. The rest of the plaza is filled with wreckage, including a Combine APC.



ENTITY ENCOUNTER

COMBINE APC



The Combine Armored Personnel Carrier is a well-armed troop carrier, armed with a turret-mounted rocket launcher. You cannot enter APCs, and this one is totaled. Perhaps Dog was here?



When you've investigated the plaza, you'll discover that all the main roads are blocked, leaving you to rip the corrugated metal off a ramshackle barricade at the back-right area. Tear down the metal sheets enough so you can jump through the gap and head down the road. A familiar beeping noise announces the arrival of a Scanner Type I. Suck it into your Gravity Gun, then launch it into a wall. Check the area for a crate of items.

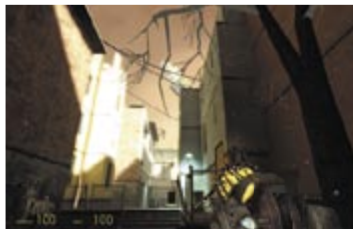
ENTITY ENCOUNTER

SCANNER CIVIL PROTECTION TYPE I



These Scanners, which have blinded and harassed you since you disembarked from your first train, intermittently watch your movements now that the Combine is in disarray. If you spot one, the chances are likely that Combine forces are nearby; they are a precursor to a fight with Combine Soldiers. Deactivate them with a slam against a nearby wall.

Head to the end of the alley, and make a left. Another hastily constructed barricade should prove no match for your Gravity Gun. Rip apart a Gordon-sized hole, and step through into a tenement block passage. Alert! A Dropship is passing overhead, and Soldiers have been spotted!



Let ground combat begin! You have around three Combine Soldiers to tackle in this enclosed space, and one of the best ways to rid yourself of them is to punt the refuse bin up the steps so it jams between the fences. Now the Soldiers can't maneuver as easily. With the bin in place, use your Shotgun to quickly target and destroy a gas tube resting near the right wall, and you'll catch at least two Soldiers in the blast. While they burn to death, aim at the head of the third. The Shotgun is great, here, but pushing bins into Soldiers works, too.

INVENTORY ADAPTATION SUBMACHINE GUN (SMG)

The Submachine Gun, with 60 bullets per clip and a fantastic Grenade-launch secondary fire function, is a rapid-fire, all-purpose weapon. Use it primarily to slay Combine forces prior to picking up the Pulse Rifle. Always check fallen Soldiers for SMG ammunition. Also check whether you've collected SMG Grenades, because you can carry three.

Clear your path, and progress down the passage between the tenement blocks to a large Combine wall. Turn right, wait for the wall to rise, and dart through to a cobblestone courtyard beyond. Step out, around the left side of a patch of rubble with a truck atop it.



Two resistance citizens are huddled behind vehicle wreckage, tackling a stream of Antlions scuttling their way from farther down this street. Approach them near the cars lying in a heap on your left. "Hell yeah, we're with you!" they shout enthusiastically. Move to the far-right side of the temporary barricade they've erected (a crushed car) and peer down the street. Antlions seem to be emerging from a burrow hole across from the left corner building.



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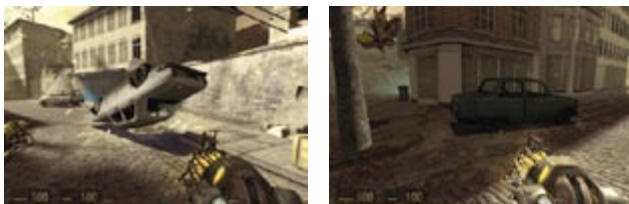
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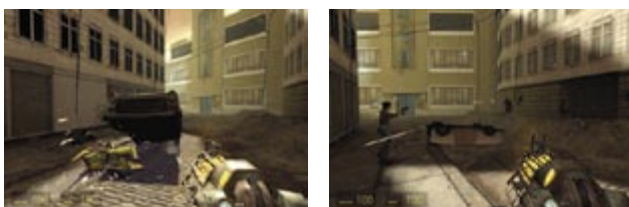
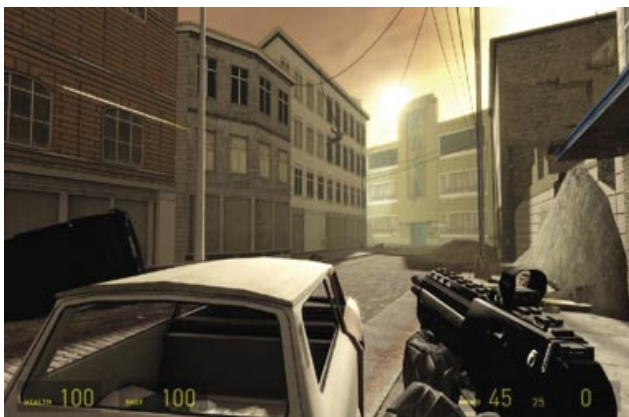
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HALF-LIFE 2:
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Your friends will surely die under this constant Antlion assault, so use your Gravity Gun and shunt the car on your left, punting it along the cobblestone road, until you reach the burrow hole, and plug it. Now quickly turn left, locating the large tree by the corner building, and shunt a second car into a second hole. This plugs the nearest burrow threats.



"Good job sealing the burrows!" Alyx yells as she joins you. Check behind you to make sure the resistance citizens have defeated any remaining Antlions, then quickly move down the road to the car on the right side. Stop, switch to a firearm, and blast the rappelling Combine Soldier descending the left building. Then use your Gravity Gun and shunt the last car down to the final burrow hole, near the corner of the street. Another Soldier rappels, this time from the right-side building. Alyx shoots at him, and you should finish him off.

LAMBDA

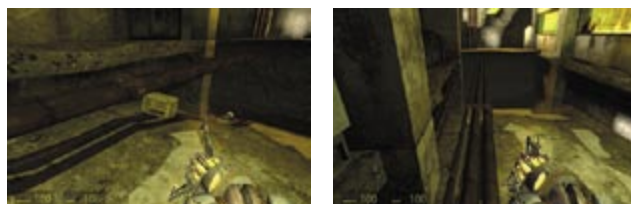
LOCATION

The resistance citizens have far less ammunition that they can just leave in the surrounding buildings, but they've hidden a crate of items in the remains of the corner building near the first truck you saw. Jump up into the flatbed, up the pole, and into a corner floor to claim your goods.



Head back to the resistance citizens by the car wreckage, claim any crates as your own, then return to the location of the third burrow, and turn left. Go down the street to the impenetrable blockade, and turn left. There's a door with a crossbeam clamped to it. Remove the beam with your Gravity Gun, and the door swings open. A Combine Soldier is waiting near some laser trip mines inside what appears to have been a bakery.

Resist the temptation to dash in with guns blazing. Instead, punt a small piece of debris straight at the trip mine, which explodes, killing the Soldier and setting fire to the entire shop floor. Head inside and check the right side. Flames are engulfing some stairs.



Alyx remains in the street while you try to douse the fire. The flames are obviously being fed from somewhere, so move left, down the uneven floor, and explode anything dangerous on the far wall. Head right, through a doorway to an area with a long pipe leading to a gap. Grab a small milk crate and shove it under the pipe, as shown. If you don't, when you walk on the pipe, it lowers like a seesaw, and you can't jump the gap. With the milk crate jamming the pipe, sprint and jump the gap, leading to a small ledge with a gas tank. Turn the valve to switch off the gas.

Alyx rejoins you from the street outside and commends your cunning. Next, you should both ascend the previously flaming stairs to the upper part of this building. Stop at the top, and watch as a Zombie rises and staggers toward you, tripping a laser mine and causing a large explosion.



Leave the crate and ignore the hole in the floor (it leads back downstairs). Instead, dodge the incoming objects hurled by two angry Zombies at the far end of the room. There's little reason to attack these Zombies, as two Rollermines are zapping them at the moment.

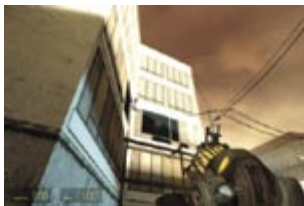


EPISODE ONE: URBAN FLIGHT

Another Combine Dropship rumbles overhead, this time without a troop container. Ignore it and concentrate on taking care of the remaining Zombie. Alyx usually finishes it off.



A Combine Sniper is readying his aim through the far-left window. After you've defeated all Zombies, return to break open any crates and collect any items. Then take care maneuvering through this part of the room.



The Rollermine is invaluable in the dash across the city streets. Collect it with the Gravity Gun, and locate Alyx. After she reprograms it, head down the stairs (quickly, so the Sniper doesn't get a bead on you), and stop at the street level exit. Punt the Rollermine out into the street, killing any Antlions, and dash across to the right wall corner, then left to the other building side, and suck the Rollermine back up. Now lob it up into the open window.



Once the Rollermine enters the open window, the Sniper is incapacitated and falls to his death. Alyx arrives and climbs the rubble-filled corner. "Okay, Gordon, I'll take the sniper post and cover you for now," she informs you, and she climbs the scaffolding. She surveys the street past the barricade and brings down the ladder on the right wall. Alyx now provides covering fire, and it's most welcome. Jump and grab the ladder, and drop down onto the other side.



Alyx shows herself to be a wicked shot as bullets slam into Headcrab flesh. Expect enemies from three alcoves: on the right wall, near the ladder, and the doorway farther along to the left where three Zombies come running. A final alcove behind you houses some regular Zombies. Concentrate on the Zombies first, using both

barrels of your Shotgun. The wide open courtyard allows you to dodge any Grenades. With the fight over, check all alcoves for item crates. Beware of lurking Headcrabs!

Enter the corridor with the dark brown walls, turn the corner, and climb the concrete steps. These lead to two sets of doors, but both are firmly sealed with Combine locks. Continue up two flights of steps until you reach a balcony walkway with boarded up windows on the left side.



Rushing into what appears to be a suspiciously quiet area is unwise; this is a deathtrap. Walk to the middle of the balcony and wait for the Zombie Torso to start scrabbling. Shoot it in the head, then slowly walk to the far end of the balcony. Produce the Shotgun, and start landing accurate headshots on the three Zombies, but back up as a couple of Zombines come running in behind them. These are your priorities, so keep firing at them. With Alyx's help, this ambush is soon nullified.

TIP

Before you engage the Zombies, try removing all the boarded planks from the left side to help Alyx's aim. If you're overwhelmed by Zombines during this firefight, retreat down both flights of stairs, out of Grenade explosion range, and wait for the detonation.

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Descend the stairs on the opposite side of the balcony. At the base of the steps, search out a pair of item crates and collect their contents, then move to the small dark room with a door on the right leading outside. There are another couple of crates here.



TIP

The crates at the base of the steps and in the small dark room don't need to be scavenged yet. In fact there's a vicious firefight to come, and you may need to return here to grab what you can. Leave the crates intact until you really need them.

INVENTORY ADAPTATION FRAGMENTATION GRENADE

The crates you've been breaking, or the Combine you're about to engage, usually drop Frag Grenades, which are devastating when they explode near groups of foes. Remember that **[Alt] + Fire** rolls the Grenade (useful when dropping Grenades off a ledge), while the regular fire lobs it (hold down the Fire button until you wish to throw).

Step through the doorway on the right, and into a long cobblestone street with a Combine sentry wall at the far end, and some scaffolding nearby you on the right. A rusting car is in the middle of the road. Check the far-left street near the tree.



Antlions emerge from a burrow hole near here, but don't attempt to block this just yet. A Combine Soldier up on the scaffolding to your right shoots at you if you move into his line-of-sight. He's your first target; blast him with the Shotgun.



It should take only a second to tackle the Soldier; be quick as Antlions are scuttling your way. Alyx helps with her sniper rifle, so switch to

your Gravity Gun immediately and knock the beasts onto their backs so Alyx can take a shot. Begin to push the car forward and use it to knock over more Antlions. Your main task is to jam the car into the hole around 20 feet in front of the tree on the left side of the street, and secondly to knock Antlions back. After the burrow is sealed, back up and deal with the Antlion stragglers.

With the Antlions out of the way, you can deal with the fortified sentry point in front. The gate opens, and four Soldiers emerge, either on the ground or on the ledge above. Move right to the pile of earth, crouch to avoid being struck, and pepper the foes with your SMG.



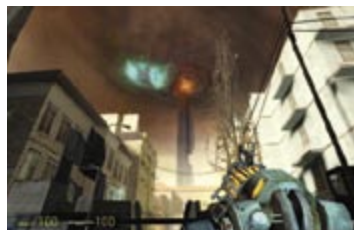
After you defeat the first four Soldiers, optionally move left and lob a Grenade (a Frag or an SMG one) into the opening, then hide behind the tree. Keep on the move. Dash to the wall itself and attempt to force your way in, between waves of incoming Combine.



Shoot through the gate to halt any more Combine forces from appearing, taking great care to drop the foes on the upper gantry and by the metal steps to the right. Make doubly sure there are no more Combine forces, then leap up onto the gantry and check the cobblestone road.



A few Antlions drop down from buildings and begin to buzz Alyx, who has dropped her sniper rifle and run down the street toward you. Provide covering fire for her, and help her defeat the Antlions that follow her into the fortification. There are approximately four to tag.



Alyx fiddles with the computer terminal to attempt to gain access to a Combine door. A moment later, there's a massive rumble and shaking. "Oh God..." Alyx nods toward the Citadel, now with a fierce electrical storm surrounding its peak, "looks like the reactor's back on track for a meltdown."

“WHOA...I THINK WE JUST BROKE ABOUT 50 COMBINE REGULATIONS”

MAP 11

CITY 17: GARRISON AND COURTYARD

The map shows a complex urban environment with various locations and objectives. Key locations include: RUBBLE ENTRANCE (LOWER), LOCKED DOOR AND POWER BOX, CORRECT DUCT, ELEVATOR, UPPER DUCT, COMBINE WALL, RESISTANCE CITIZEN (ROOFTOP), GUN TURRET AND COURTYARD, APC AND ANTLION GUARD BATTLE, and GARRISON. A MAP LEGEND indicates: 1_START, 2_CLEAR POINT, 3_OTHER ITEM/S*. A note states: *Usually Ammo or Health Pack.

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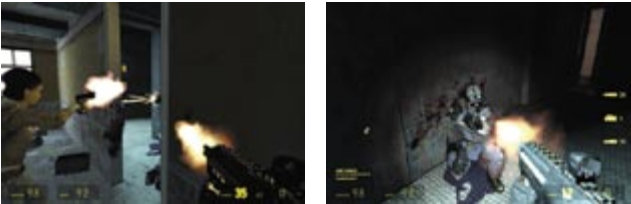
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Alyx manages to open the Combine door. Take the lead along a winding corridor, breaking open the crates for items, until you reach a long corridor with a window at the far end. Head down this corridor to the opening, and fight a trio of Soldiers. There's a second corridor to purge foes from as you force your way into the Combine garrison. "I think we just broke about 50 Combine regulations!" Alyx remarks as she enters the main garrison chamber.

TIP

You can use your SMG or Gravity Gun during this fracas, but don't lob the gas canister in this enclosed space! Optionally bring it into the garrison for the fight to come!



Once in the main garrison chamber, quickly pluck a Pulse Rifle from the rack, and ignore all other distractions for the moment. Concentrate on the pinging sound coming from the door near the Rechargers. It quickens, then the door explodes, and a few Soldiers attempt to launch a counterattack. Prepare for this battle by lobbing a Grenade to explode just as the Combine enter the room. Place a gas canister in the middle of the room, then back up and blast it with your Shotgun so that a couple of Soldiers go up in flames.

Switch to the Pulse Rifle and cut down the flaming Soldier, and any other enemies hiding behind the forced door. Take a moment to completely ransack the garrison, filling up your suit, ammunition, and health. Then step through the door the Combine exploded.



INVENTORY ADAPTATION OVERWATCH STANDARD ISSUE PULSE RIFLE (OSIPR)

An exceptional rapid-fire variant to your SMG, the Overwatch Pulse Rifle is an impressive piece of Combine manufacturing issued to some of its Soldier classes. This is a viciously powerful weapon featuring extremely hard-hitting pulses, a quick reload, and a secondary fire that's second to none.

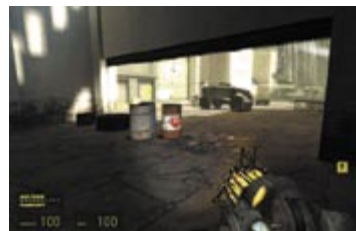
Weave through the narrow stone corridors, using Grenades to bounce around corners and defeat any remaining Combine soldiers. Make slow progress as enemies are around every turn. When you spot the radiator on the right wall, prepare to enter the doorway opposite.



Switch your Flashlight on, and enter the small inter-connecting rooms. By a door, a Soldier waits. Sidestep left and demolish the explosive barrel to his right for a satisfying kill [better than using the Gravity Gun as this space is very enclosed]. Head onward.



Open the door and head up a small flight of steps, around to the dead corpse of a resistance medic, and collect any items you see. Pass the corrugated barricades on the left wall, and drop down into a courtyard storage garage. Across from you is a large courtyard.



CAUTION

The following battle is extremely difficult, and it is wise to save your progress prior to engaging the Combine and more monstrous entities in this vicinity.

TIP

There are many methods of defeating this Antlion Guard and its brethren, but the following is the optimal plan, although it relies on quick maneuvering and could take multiple attempts.

Stay inside the enclosed area, watching a Combine APC and Soldier squad attempt to engage a giant pincer-footed beast. The Combine forces come off second best as the beast systemically crushes them, before ramming the APC to finish it.



ENTITY ENCOUNTER

ANTLION GUARD

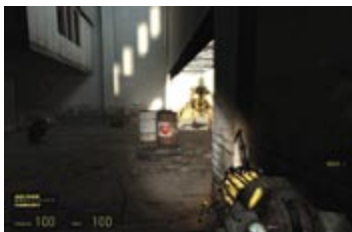


One of the most feared creatures outside of the Combine Citadel is the Antlion Guard, also known as the Myrmidont. It is an enlarged genus of the Antlion family, sporting more earthy tones and a larger elongated head. It scuttles quickly across any surface and relies on its head to smash targets, creating blunt trauma damage. You can kill this beast if you shoot heavy objects into it, use high-explosive weapons or barrels, or enlist help from Alyx to fire on it from her vantage point.

If you didn't attract any attention during the combat, and left both sides to fight it out, you only need deal with the Antlions and Guard, and the Guard will have suffered some damage from the APC's rockets. Now it turns its attention to you; make sure you can sidestep!



The first tactic is one you've tried previously during your stay at Nova Prospekt: Pick up an explosive barrel and punt it straight into the body of the beast. The only problem here is that Antlions are constantly swarming you too; try knocking them off their feet for Alyx to shoot, then immediately grab a barrel and launch it.



Standing in enclosed areas is a terrible idea. Keep moving, keep away from corners, and head here only if you want to take the two Health Packs. Otherwise, stay away from dead ends. If you're collecting explosive barrels, suck them out of the

dead end as you flee from the Guard, then return and grab them. Alyx stays on her gantry platform, shooting.

Circle-strafing is a key to success. Once the barrels run out, or you're having trouble using them due to the Antlions buzzing you, switch to a powerful weapon such as the Pulse Rifle or Shotgun, and pepper the Guard with damage. It takes some time for it to react to this minor damage, though.



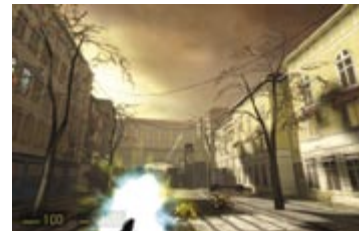
Where you place yourself is also key to your health. There's a gun emplacement in the courtyard, but don't use it or you'll be rammed to death almost immediately. Instead, use it, and trees, as a block between you and the Guard: It can't charge you as these objects are immovable. Try this with the APC or cars and you'll be crushed as the Antlion rams these into you.

Trying to block the Antlion burrow holes isn't really a feasible plan because you're suffering constant bombardment from the Guard. Make taking down the Guard your focus. Double Shotgun blasts, the SMG Grenade, and barrels are your best takedown weapons. Eventually the beast falls.



As soon as the Antlion Guard crumples to the ground, make burrow sealing your top priority. Rush to the gun turret, and look around the courtyard for two cars. While Alyx commandeers the turret and deals with the Antlion problem, punt a car down into the burrow hole on the left side of the outer courtyard, then return and complete the sealing with a second car, shoved into the burrow on the opposite side. Don't rest yet, though!

Move to the turret Alyx used to cut down the Antlions, and after you destroy the last straggler, train the turret on the far building and sky above. Shoot down two Scanners then a trio of Soldiers from extreme range as they attempt to fire on your position.



A resistance citizen has shot them from the rooftop behind you.

Now move toward the Combine fortification across the cobblestone courtyard and pass through the open gate. Two Soldiers appear out of the rubble ahead. A second later, a rocket detonates in their position, killing them both. A resist-

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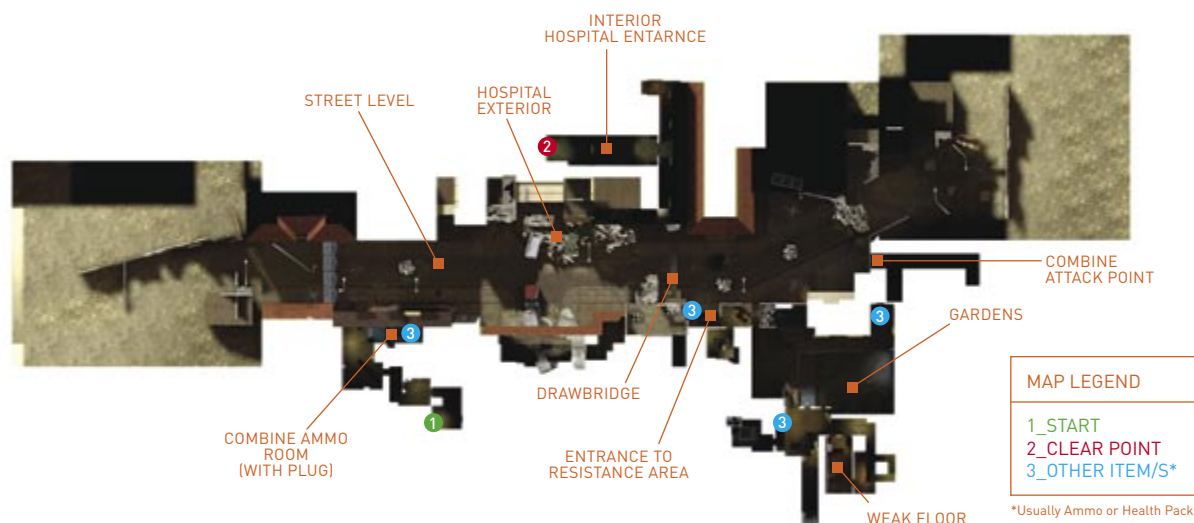


HALF-LIFE 2:
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“FOR THOSE SO INCLINED, NOW WOULD BE AN EXCELLENT TIME FOR PROCREATION.”

MAP 12

CITY 17: TENEMENT BLOCKS AND HOSPITAL EXTERIOR



The rubble leads to an opening in the building to the left, so head down into a basement storage room, and shoot the explosive barrel opposite to clear the area. Carefully edge forward, as the explosion has revealed Hoppers; deactivate them by picking them up and throwing them away.



Once the room is cleared of Hoppers and debris, head into this chamber's darker recesses. Ahead is a firmly sealed door that needs electrical power to open. Locate the low duct in the nearby wall and climb inside.



Follow the duct until you spot a rung ladder, and climb over it, but use the map in this guide to figure out the preferred route or you'll fall through a loose grid, back into the room where Alyx waits. The duct you're looking for is long, bends slightly to the left, and ends with a clear view into a gray room beyond. Carefully edge forward until you're near a grating in the duct ceiling, as shown.

CAUTION

This area is fiendishly difficult to negotiate, and it's wise to save your progress before entering this trap-filled elevator shaft!



Execute this next task with incredible precision! Suck the ceiling grid and drop it or hold it, but don't punt it. Then edge forward and stand up as the entire duct comes crashing down, exposing an elevator room filled with explosive barrels and trip wires! Place the grid down on the top of the duct you're standing in, making sure it doesn't slip off. Now jump carefully onto the top of the duct behind you, then up onto the top of the explosive barrels, and across, over the lasers.

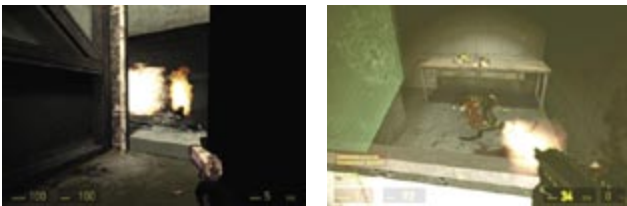


Don't dive into the elevator just yet; slow down and inspect the elevator car before you step in. The corpse should give you a clue that the elevator isn't safe, and indeed, the loose grating in the ceiling is another pointer. Shoot the grating out and step into the car. It promptly hurtles downward, into water! Quickly swim up through the hole in the ceiling to the surface. If you don't, you'll be trapped as the elevator slowly sinks. There's no other way out once you're underwater!

TIP

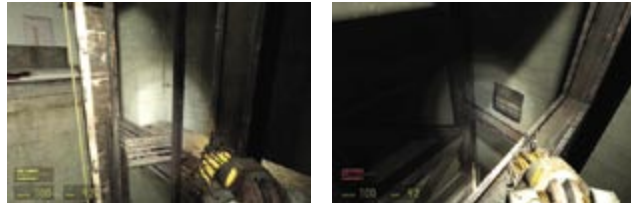
There's a second way to exit the elevator car. Run inside, and as soon as the car drops, leap across the outer sill and over it, landing on a ledge in the shaft, near some Health Packs. This is much more dangerous, as you can be caught by the falling elevator and severed in half!

While bobbing in the water, at the same level of the elevator shaft that you entered, look up to spot three Barnacles. Your exit is at the top of the shaft, and you can hook yourself to a Barnacle tongue, ride up, and check out the area. Shoot the Barnacle before you're eaten, and the other Barnacles too.

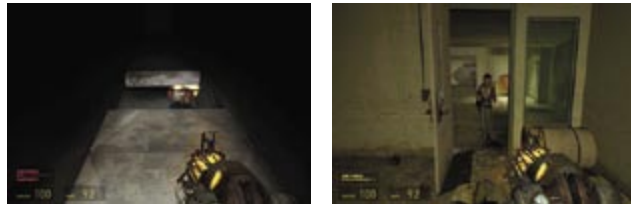


The proper way to exit this area is to stand in one corner of the shaft and aim at the barrels inside the room beyond. Wait and listen until all of them have exploded, and then enter the room, looking for a doorway leading to a small storage room with a broken window. Switch on your Flashlight and peer through the window. A Poison Headcrab leaps at you, so destroy it quickly.

Step into the tight room, and look left at an explosive barrel and a duct that's too high to reach. Optionally explode the barrel, using the corner to shield you, then maneuver the table under the duct, leap on it, and enter the duct. Take the health before you crawl inside.



There's only one route to take through the duct, so carefully clamber around to the next level and break the grating, peering down into the elevator shaft. Step out, and you're back at the same level as when you stepped into the elevator. Ignore the room filled with barrels, and instead check the narrow ledge for a ladder. Climb the ladder onto a girder, and work around until you spot another duct below you.



Shoot off the duct cover, drop down, and enter the duct. Proceed until you reach a hole in the duct below you. Don't drop down! Instead, use the cover and shoot it into an explosive barrel below, or shoot the barrel with a firearm. The ensuing explosion removes most of the debris. Drop down and locate any Hoppers that are primed and ready to go off. The power box is on a wall in this chamber; switch it on, and the door opens. Alyx comes running in.

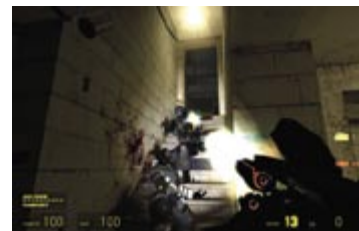
Take the only available exit, entering a small connecting chamber, and another that darkens considerably. Switch your Flashlight on, locate the wall with the graffiti, turn left, and stop when you reach this basement storage room. Suck out the crate of items and open it.



Then step back and shoot the barrel, tripping the laser wire and blasting debris around the room. Make short work of the Zombie Torso, and then remove the Hopper from the ground, shooting it toward the barrels on the opposite side of the room. When the smoke clears, check the lockers for ammo and health.



Step around to the soot-filled staircase, and you hear the familiar pinging sound; the Combine lock is about to blow! Back up into the room, and roll in a Grenade as the Combine head downstairs to intercept you. Then bring firepower around the corner, and take down the two or three Soldiers on the steps.



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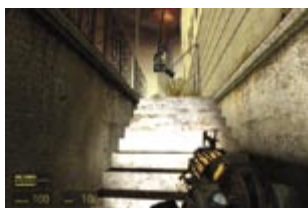


There's a force field behind you, so head up the stairs, and tackle one remaining foe in the small garrison room the Combine have constructed. Shoot through the crate into the Soldier if he hides. Then inspect the room thoroughly for items in crates and weapon racks. You can pick up a Crossbow here.

INVENTORY ADAPTATION CROSSBOW

The Crossbow is the ultimate in stealth-sniper weaponry. Although the available ammunition is loaded singly, and you may carry only a maximum of 20 bolts, the results are impressive. Primary attack fires, while secondary zooms in on a target at a greater range than your suit. When you want to view potential ambush points ahead, and can spot an enemy at extreme range, use this hard-hitting, single-strike takedown armament.

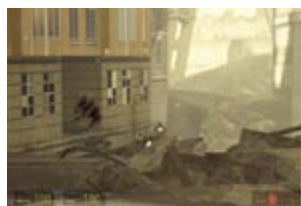
The force field is still activated, and there seems to be no way out until you use the Gravity Gun to pull the green plug from the corner. This deactivates the force field, allowing you access through a series of small rooms, and out of an outside basement doorway.



Charge up the steps onto a large street with multiple hostiles, two of which are rappelling down near you. Suck the Hopper and lob it at them to clear the immediate area, but watch for incoming Grenades! Dash up onto the street, and use the car wreckage as cover, tackling a foe or two to your right, then step out along the right side of the street and engage another Soldier hiding in a small building alcove. Use the wreckage as cover. Head toward the dilapidated hospital.



You can hear shouts and battling ahead. Run toward a section of street with a few resistance citizens running across a drawbridge above you. Help the citizens by running toward the gunfire.



Strafe the area with SMG fire as you move to a cover spot, ideally on the right side of the street, and use your suit zoom or Crossbow to pick out a couple of foes dug in a patch of rubble. Your Crossbow defeats them quickly. Make sure no more foes are on the left side of the street, then plow ahead, turning right and blasting a Soldier at a small gated alcove, and ahead behind a car on the main street.

Clear any remaining stragglers, then run to the far end of the street, and listen for the Combine lock ping. Just before it explodes, lob a Grenade to greet the incoming enemies, then move to the right side, and cut down the forces as they run out.



After defeating these forces, spin around, deal with a final foe in the alcove with the explosive barrel, then rendezvous there with Alyx. The gate opens, and a citizen greets you. "We're trying to get enough people together to force our way through to the train station!" he tells you both.

Follow the citizen as he moves down a corridor, across a courtyard, down into a garden, and up a few steps to a door. On the way, check the area for item crates. The citizen bangs on the door, giving a password no one would ever think of using!

You and Alyx enter a resistance house with a map of City 17 on the wall, and Kleiner broadcasting on the television. Alyx denies full knowledge of this twittering scientist, and you are urged onward. Once you've heard enough of Kleiner, exit via the door opposite.



ADDITIONAL INVESTIGATIONS

Kleiner's rambling continues with a rather technical description of how the area must be repopulated: "On a lighter note, if you are already in one of our designated safe zones, I feel obliged to point out that a more fortunate side-effect of the reactor's destruction is the complete removal of the Combine's reproductive suppression field. Previously, certain protein chains important to the process of embryonic development were selectively prevented from forming. This is no longer the case. For those so inclined, now would be an excellent time for procreation."

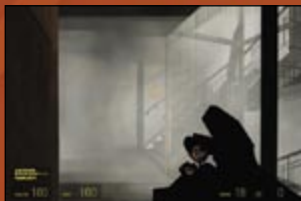
LAMBDA LOCATION

On your way out of the room, note the Lambda logo on the wall. This leads to a tiny storage room where you can get health.

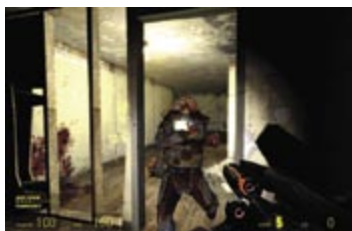


LAMBDA LOCATION

Step out onto a staircase, and head upward to the smoke-filled landing; the only way you can continue. Note a second Lambda logo scrawled on the staircase wall. Do not head up there expecting items though; a Combine rocket has crashed and flaming Headcrabs descend on you! Shoot them all immediately.



Turn around and suck the wooden beam off the door opposite, and open it. Inside is a partially constructed wall with two slumbering Zombies in the passageway beyond. Drop them with quick gunfire before they produce a Grenade and charge you. They are both on the ground to begin with.



Head through the doorway and into a room on the right. There's a bed frame and some Health Packs and Suit Battery items on the floor. Do not advance and pick them up; the floor is weak! Instead, move to a safe position, and roll a Grenade through the gap in the floorboards.



A second later the floor is blown upward as the Grenade detonates, causing massive harm to the Zombies down below who were waiting to gnaw on your appendages. Now step to the right and move to the edge of the hole. A Zombie should still be alive, so finish it off, then move along the right edge of the room, and finish the foe that was lurking under you. Meanwhile, Alyx moves into the room and heads to the doorway on the left.

A Zombie breaks the poorly hammered wooden beam and tries to end it all; blast him in the head until it detaches. Back up or fall into the room below if a Grenade is produced. An alternate method of Zombie disposal is to roll a Grenade in from the left side of the room before he sees you.



You can exit via the Zombie doorway, or drop down into the trap room with the gooey remains of the Zombies. Pick up the Health Pack and Suit Battery, then remove the wardrobe from the door, and head through into a corridor with another door at the end. Remove that beam, and enter.



ADDITIONAL INVESTIGATIONS

Before you race up the stairs, check this area for a darkened room with a small hole in the floorboards. Beneath you is the room with Kleiner's television. Without you or Alyx present, the resistance citizens are far bolder with their chatter, which is sometimes downright shocking!



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When you're done here, head up the stairs, along a corridor to a door with a viewing hatch. Your old friend, Barney Calhoun, greets you from the room beyond! He opens the door with a grin, and after pleasantries, he lets you in on his plan: making a push to the train station.



A guard at the window shoots down a Scanner, prompting a quickening of the explanation: "Looks like we're gonna have to cut a path through every chicken-shit Metro Cop who's having second thoughts about defending City 17!" Barney beckons you to the mechanical drawbridge.

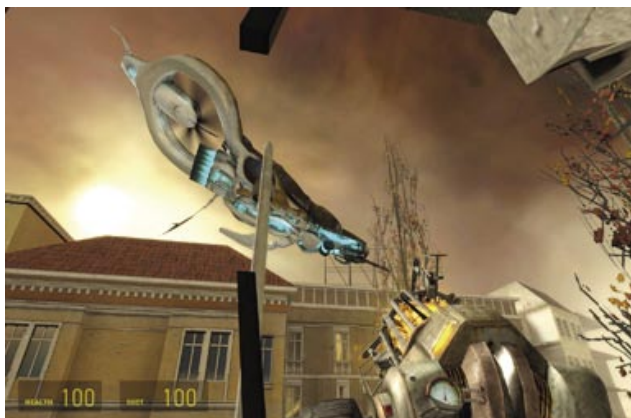


"The best thing you can do is run defense. Across this bridge, over the rooftops, is a safe path to the station." Barney then produces a rather familiar item. "Before you go, I was getting tired of carrying this around!" He hands you the Crowbar, and sends you across the bridge.



INVENTORY ADAPTATION CROWBAR

It's more of a symbolic gesture than a useful weapon, as all of the Crowbar's functionality can be employed more effectively with the Gravity Gun, except for bludgeoning foes in the head. You can swing the Crowbar quickly with a swift stabbing motion at any nearby enemies, and you can break wooden barricades with it. Use it only if you must.



Cross the bridge, and drop down into the room beyond. Go left, to a small metal crossing with a piece of wood blocking your path. Crowbar it to pieces, then cross the metal bridge. Look right to spot a gigantic Combine Gunship.

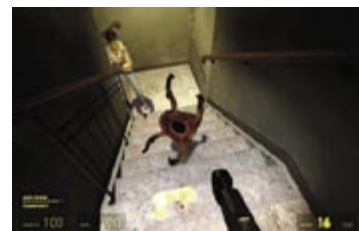
ENTITY ENCOUNTER

COMBINE GUNSHIP



Combine Gunships constantly patrol the city, and you are currently ill-equipped to deal with them. They are susceptible only to rockets. Their prowling sensors soon pick up your signal, and their rapid-fire cannon is devastating, so hide if you're fired upon, and bide your time until retaliation!

Produce your best Headcrab-culling armament, and head for the steps. Blast a couple of Headcrabs here, and another on the corner after the stairs. Weave through another corridor, and prepare for three more Poison Headcrabs that are nestled near the body of a Poison Zombie who looks even worse than normal. Kill the Headcrabs at the entrance; there are more entities to worry about on your left.



ENTITY ENCOUNTER

POISON ZOMBIE

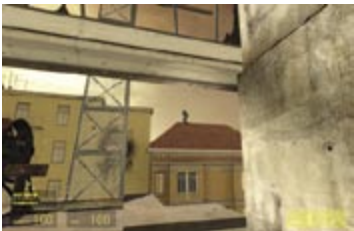


A death too hideous to contemplate is being a host body for up to four Poison Zombies. Bent over double, the corpse moves slowly, but it takes colossal punishment (you need at least three Shotgun blasts to bring it down) and has a nasty close mauling attack. Back up and attempt to burn the host, then deal with the Headcrabs individually. No fire? Then scenic items or Shotgun blasts work well.

Be sure all foes in the room are defeated before you enter. When you do, sidestep facing left, and blast the explosive barrel quickly. If you don't, you'll have two Zombines charging you, usually with Grenades. If a grenade is dropped, fight to an exit immediately!



Exit to an exterior balcony, and wait for the Gunship to pass overhead. Bring out your Crossbow, and face the drawbridge. Peg the Soldier on the rooftop to your right, then suck the wooden block (or splinter it with a Crowbar) to lower the bridge.



Head across the bridge, charging and blasting the Soldier waiting to ambush you on the other side (a well-placed Grenade can do the job without you being wounded). Step into the corridor beyond, and make a left turn into what appears to be a large hospital.



“SO MUCH FOR MEDICAL SUPPLIES...I FOUND A SHOTGUN!”

MAP 13

СТАЦІОНАР (HOSPITAL) COMPLEX

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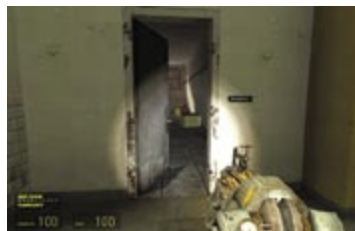
HALF-LIFE 2: CONDENSED

THE LOST COAST

HALF-LIFE 2: EPISODE ONE

HALF-LIFE 2: DEATHMATCH

You must maneuver through the interior of the hospital you passed in the street, so head down the first two corridors, trying all the doors. The only one that opens is marked "Storage." Enter through, and watch the Gunship fly past the window at the far end.

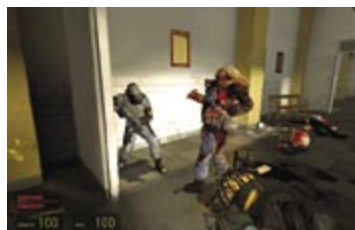


Check the left wall for a doorway at the end of the corridor, and peer inside. An extremely long corridor is ahead, but first you must negotiate the laundry room. Make short work of the Zombie staggering at you, then move into the room to the "Exit" sign.

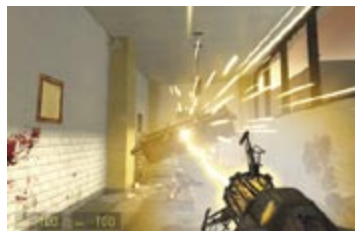


Check the laundry lockers for health and ammunition before you leave, and step out into the long chamber. In the distance, a pitched battle is being waged between Zombies and Soldiers. Ignore that for the moment, and instead pin yourself to the right wall. A gigantic Gunship is taking potshots at you. You can't harm it (yet), so stay close to the wall, and pay attention to the walking dead about to smother you. Plug the Headcrab with bullets.

With Alyx behind you, edge forward to the double doorway, and watch as a Soldier tackles his zombie brethren with pistol-whips. Keep out of the fight, or you'll have to engage both. When one yields, cut down the other, either with a bench to the face or gunfire.



That Gunship is still tracking you, so step into the next corridor partition and peer ahead. Another fracas has erupted. Check for threats nearby, then launch a bench all the way into the next partition. It triggers a laser trip mine, devastating the area without damaging you and Alyx.



With the laser mine tripped, most of the enemies in the darkest end section of the corridor give up the ghost. Plug away at any stragglers, then quickly check the doorway opposite. There's nothing in the bathroom. Head back to the wall before the Gunship strikes you.



You're looking for this doorway at the end of the corridor. Step inside, past Breen's private reserves (alas, they aren't providing tainted liquid refreshments), and head to the crates of items and the steps at the end. Investigate both.

At the top of the steps is the hospital's attic, a ramshackle, square room with the open sky visible through the crumbling roof structure. You hear a faint humming—it's the Combine Gunship readying an attack! It launches a volley into a resistance citizen opposite you. Race forward, toward the Infinite Ammo Crate.



INVENTORY ADAPTATION INFINITE AMMO CRATE

Before you drop down from the attic floor, inspect the large chest with the rocket emblem on it. These are Infinite Ammo Crates, and they are constantly restocked with a particular ordnance, in this case rockets. Bag as many as you need, and come back to take more if you wish.

CAUTION

The floor of this attic is horribly unstable, so keep to the criss-crossing support beams unless you wish to fall into the earthen floor below.

The crate's location is paramount for the battle to come; head to the hole where the citizen was standing, and drop down. Near his body is the Rocket Launcher he was carrying. Pick it up and equip it immediately; there's a Gunship to shoot down!



INVENTORY ADAPTATION ROCKET-PROPELLED GRENADE LAUNCHER

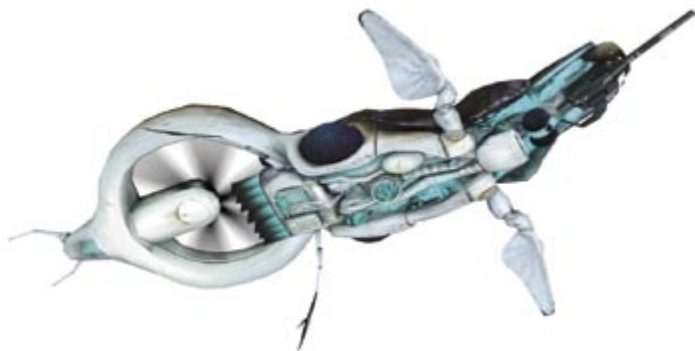
With only three shots until your ammo is depleted, the RPG's single-shot strikes can't be wasted, but they are devastating. Rockets are launched with the primary attack only; fire once to launch. The rocket is heat-seeking, but not very intelligent, and it's easily cut down by enemy Gunships. After firing, press and hold the left mouse button to bring out a laser that you can use to guide the rocket to your target. Use this weapon at range.



The first plan of attack, although optional, allows you a much greater number of aiming opportunities in the battle to come: Stand either on the lower or upper floor, and fire a rocket into the roof structure. Bring down the roof (away from your position) with a rocket.



Continue this roof wrecking until you're out of rockets, then race to the Infinite Ammo Crate and take more. Drop down, and concentrate on demolishing the rest of the roof, then turn your attention to the Gunship. Launch an arcing rocket at the enemy, and use the secondary fire function to trace a corkscrew pattern once the rocket has emerged from the structure. Twist the rocket in a circular motion a couple of times, then aim it at the Gunship. This method of attack is the only proven way to take the Gunship down easily; the corkscrewing doesn't allow the Gunship to lock on and destroy the rocket.



TIP

The following information should prove useful during your confrontation:

- Don't fire the rocket near a wooden support beam, as these don't explode and if you're nearby, you'll wound yourself.
- Destroy more of the roof if the Gunship is completely obscured.
- The Gunship flies around the rooftop in a circular pattern; spin around to get a visual on it before you fire.
- You're safer firing from the lower floor, but it's more difficult to aim.
- Watch your step on the upper floor beams, because it's easy to fall.
- When you launch a rocket, and it passes the roof structure but a beam obscures it, still trace a corkscrew to where you believe the Gunship is, and hope your prediction is true!
- Reload at the Infinite Ammo Crate, and locate health on the lower floor.
- It takes three, five, or seven rockets to defeat the Gunship (depending on your adventure's difficulty level).



Continue this battle strategy until the Gunship is struck the correct number of times. You'll see your success as the machine wobbles and crashes into the roof in a ball of fire. Drop down and step back from the impact point, or you'll be damaged! Alyx comes out of cover to congratulate you; "Jesus, Gordon, you're a real terror! Think it's dead? Maybe you should whack it with the Crowbar just in case!" There's little time to test this theory; the door to the right of the steps is pinging!

That sound indicates three Soldiers are about to charge in. If you're ready for them, you could just stand back and launch a rocket as the door flies open, or lob a Grenade in. Otherwise, equip the Shotgun and defeat the first foe into the room, and pick off the others.



TIP

Before you continue, head back up to the Infinite Ammo Crate and restock your rockets.

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Once the Soldiers are cleared from the doorway, head through to a narrow corridor, and punt the door to the end, so it triggers a laser mine. Move to the end, pick up a Hopper, and lob it to the right, into a small security room to clear more laser mines.



Alyx moves to the computer terminal and deactivates the force field in front of you. She's also found some new weaponry; "So much for medical supplies," Alyx says, racking her new firearm, "I found a Shotgun!" Step on through and look left.

Head down the corridor a few paces, and pick up a Hopper, then punt it to where a couple of Zombies are aimlessly wandering. Charge at the remaining Zombies and take them out with your Shotgun. Alyx backs you up. Spend a moment smashing nearby crates for items.



Alyx's Shotgun skills are impressive, and she can be counted on to blast Headcrabs while you deal with bipedal enemies—an important point to remember. Enter the small hospital room on the left wall, demolishing another Zombie so it doesn't sneak up on you.



Move to the end of the corridor, opening the double doors on your left, and then wait. A squad of Soldiers is currently under attack by the undead, and you're better off watching the action unfold. When a Soldier goes down, advance and blast the remaining Zombies in the initial corridor section. Then move to the junction, and watch with a slight sense of amusement as a Zombie attacks his former colleagues. If you move too close, both enemy types attack, so stay away and mop up the couple of Soldiers that survive the encounter.

Slightly farther down the passage you can set fire to a Zombie or two if you blast a Zombie's Grenade as he raises it up. Stay in the area opposite the "Exit" sign, and tackle the couple of foes heading in this direction. Watch the area you came from; expect a Soldier here, too.



Check the room to the right of the "Exit" sign for an item crate, then move past the offal-stained sign to the surgery room. Out shambles a Zombie, so prepare a volley of shots, or let Alyx carry out the execution. Don't enter the area yet; there's more trouble brewing!



Check the red door behind you with the Zombie banging on it. As you step to the threshold of the surgery room opposite, the Zombie slams the door off its hinges. Step out of the way! Let Alyx blast the beast, and check the room behind the Zombie; there's a crate in the bathroom.



Now enter the surgery. Move around the grotesque operating table, and grab items and ammunition from the cupboards. When you're done, reload your weapon or switch to the Gravity Gun.

Step out of the exit facing left. Slowly maneuver down another T-shaped corridor. Alyx starts firing a little early, and you may spot a Grenade coming. Use the Gravity Gun to lob it back, and take out the Soldiers at the far end. That door is a great piece of crushing scenery to lob!



TIP

A good tactic to try during your hospital infiltration is to create crossfire opportunities with Alyx. Have her attack from the opposite angle, giving the enemies two choices and less time to react aggressively.

In the middle of the corridor, a stream of Zombines and Zombies shamle out of the double doors on your right and attack two Combine Elites. Let them battle until you can't stand the anticipation any more, then race in (ideally after both Elites are down) and begin the undead culling!



At least four Zombines and as many Zombies appear from the doorway, so be prepared for a vicious firefight! Avoid the left, white-walled room as there's a Hopper just inside the doorway. This is where the Elite retreats to, so mop it up during the battle. If a Zombine produces a Grenade, which could happen multiple times, back off down the corridor, leaving the foe to explode alone! When the final foe is slain, head to the end of the corridor.

Open the red door marked with the sign "W57" and prepare for some scuttling menaces. Poison Headcrabs (or "venom crabs" as Alyx calls them) are crawling over a corpse, but they turn their attention to you. Switch the Flashlight on, slaughter them, and open the crate in the back room.



Head into another long main corridor, and around a corner to the left. A group of undead ex-patients is gathered around a television set, and unlike previous chambers, there's no in-fighting. Break out the Shotgun or Gravity Gun, and slay them.



Rather worryingly, there's a glass window where three or four more Zombies are clawing, but you can't reach them yet. Instead, enter room "W55" and secure an item crate before opening the door marked "W54" and rolling in a Grenade, flinging a Pulse Rifle orb, or shooting with rapid-fire weaponry. You'll take down the Elite and Soldiers that are in here.



NOTE

The doors marked with a "W" and a number have the name of the associated (and long-dead) doctors under them. Astonishingly, these names match some of the members of a Seattle-based software company!



Check the chamber and any other unexplored rooms for items, then backtrack out into the main corridor, just as the main double doors come crashing down. Timing is everything. Roll or lob in a Grenade just as the doors open, and you'll defeat the

regular Zombies, but a Poison Zombie survives. Concentrate on the host while Alyx tackles the crabs.

With the Poison Zombie gurgling his last, step into the room the Zombies were hammering out of, and walk around the corner to the left. The ground gives way, depositing you two floors down into a water-filled basement. If you try to locate Alyx, she's busy fighting more Zombies.



Planning your escape from this water-filled lair involves cunning and bullet expenditure. Start by diving into the water, turning right and following the mesh fence to your left. Swim under and around the stairs, then clamber up them. Prepare a Shotgun or SMG.

Emerge from the underwater steps, and spin around to the right. In the alcove near a corrugated hut, a couple of Poison Headcrabs are lying in wait. Pepper them with shots, then step around the right-side ledge, all the way to a blue exit door. It's locked!

The door needs power, and the switch is on the opposite side of the waterlogged chamber. However, Barnacles lie waiting for you to move along here. Swim and look up, slaying the first couple of them, or stand on the metal platform or scenery and blast them.



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HALF-LIFE 2:
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CAUTION

Warning! Your safety depends on you slaughtering every single Barnacle in the room, *before* the power is switched on! If you don't, you'll either be dragged up and eaten, or you will be dropped to your death into electrified water.

Continue to the other side of the room, but look up and inspect every single hole; there are as many as eight clusters of Barnacles stuck to the ceilings of this floor and the one above. Check the area near the pipes, near the corrugated hut, and by the power transformer. Use the Flashlight and ensure no Barnacles are still alive!



When every single Barnacle is slain, bring out the Gravity Gun. Suck the crates above a blue barrel, smash them for items, then bring the barrel out. Swim to the long metal platform on the water's surface. It sinks at one end. Stuff the barrel under so the walkway remains out of the water.



Barnacles dead? Check! Barrel under walkway? Check! Now execute a "dry" run, following the route that's about to be described. When you've negotiated a way from the power switch to the corrugated hut, return to the switch, and pull it. The entire water is now electrified!

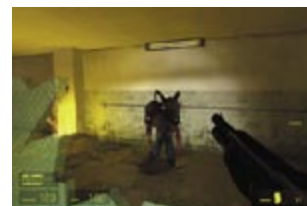


You're dead in a second if you touch the water, which is sparking from a transformer. The only way out is to run along the walkway, jump off the end to the walkway piece next to the transformer, and stop. Turn right slightly, and leap onto the pipes above the water, in the middle of the room. Look at the corrugated hut ahead, and leap directly onto the walkway piece and into the hut itself. Crack open a celebratory crate once inside.

Stay out of the water, moving to the corner near the underwater steps, and move along the outer ledge to the now-open door. Take the stairs up to the room above the water, where Alyx is finishing up her Zombie killing. Blast open some crates, and watch the fight.



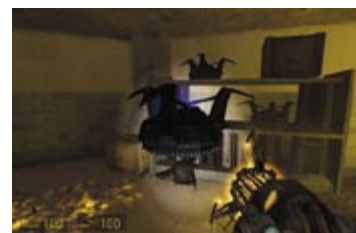
"Sorry about leaving you alone down there, Gordon. I got a bit swamped," Alyx says, jumping down to meet you. Avoid the holes in the floor (unless you want to fall into electrified water!) and head for the door in the opposite wall. Head into a red-walled corridor with a messy array of corpses.



Walk to the end of this corridor, until the structure becomes a series of rubble-filled patches. Walk to the end and peer down into a square chamber below. Stay at this vantage point and blast away at a Poison Zombie, so you don't have to fight it on the level.

You can use the Gravity Gun to locate a gas tube and fire it at the Zombie too. Drop down into the large chamber, and watch the flaming Zombies stagger about. Run to the broken window and take down a second Poison Zombie; they are your primary targets.

This is looking increasingly problematic. A host of Zombies loiter around in the outside corridor, and it's only a matter of time before they break through the doors! There are two entrances; check the weapons shelf and lay Hoppers in front of all exits.



CAUTION

Don't bother heading into the outer corridors and dispatching the Zombies. The one on fire dies without your help, and you're safer in the wider spaces of the main room.

Moments later, the double doors on one side swing open, and a variety of undead storm in. Concentrate on the two to three Zombines. Use the doors they busted through to slam into them. A door makes a reasonably good shield for the Zombines' Grenades, too.



Keep on plugging away at the Zombines, as they're much quicker. Alyx is likely to be fighting one, so help her out, and retreat to the room's opposite corner if a Grenade is dropped. Another Zombine usually appears through the doors before combat ends.

Exit the room when the undead threats end, and proceed around the corridors to another surgery room with red doors. Ignore the burn victim on the gurney, and instead ransack all cupboards for supplies. Exit via the red door near the computer.



Turn left, and lob a Grenade at the group of bodies, catching a Zombine alight. Finish the Zombine, then run to the end of a long stone corridor. Two Sentry Guns fire wildly at you, so take the door and use it as a shield, and run to the left side of the corridor, by a stone column. Launch the door at an incoming Zombine and finish him with firearms. If he drops a Grenade, sprint back to the end of the corridor and hide from the Sentry Guns. Suck up the Hoppers on the ground, and lob them at Zombines incoming from doorways left and right of a force field.



ENTITY ENCOUNTER

SENTRY GUN



These tripod-mounted Sentry Guns have a 90-degree field of fire facing forward. These weapons are motion-sensitive; when they detect movement from organic beings, the machine guns atop the sentry mounting activate. Fortunately, you can topple them easily.

It is important to stop the Zombies and Zombines before they head into the corridor, or you have them and the Sentry Gun fire to avoid! If you keep the Zombine you're fighting between you and the guns, they fire into the beast instead. Keep those Hoppers flying!



Dash past any Hoppers you haven't gathered, into one of the white-washed rooms where the Sentry Guns can't fire at you. Here, you can blast the undead more easily, although Grenades should be kept to a minimum. Check the white rooms for ammo afterward.



When the Zombies are downed, run to the side of the force field, and pluck a Hopper from the corridor area you can't reach yet. Lob it directly at the Sentry Guns, knocking them over and securing the area. Then use the Gravity Gun to pull the green plug off the left wall, powering down the field.

Stop and search the entire area for any items you may have missed, then move past the upturned Sentry Guns (there's no need to carry them with you; they cannot attack Combine), through a short set of corridors to a door, and a rendezvous with Mr. Calhoun.



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HALF-LIFE 2:
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HALF-LIFE[®] 2

— EPISODE ONE —



EXIT 17

OVERVIEW

Chaperoning citizens from a stronghold where Barney has gathered the city's remaining human residents to a train station should—according to Calhoun—be completed in stages in case of ambushes. You soon question Barney's plan because the first time you attempt to maneuver through a parking lot and a train warehouse to the station itself, it goes off without a hitch. However, the remnants of the Combine's city defenses soon converge on your escape route, and the four remaining times you take this route, you're plagued with more and more vicious attacks. When the final humans make it onto the train, Alyx selflessly tells Barney to leave without you both; the Combine is focusing on you, after all. Alyx finds a second train to depart the city while you attempt to rejoin her, after the small matter of a Strider battle in an enclosed warehouse space. Only after this lolloping synth beast is slain can you exit City 17. But are you too late?

INVENTORY PICK-UP

- .357 Magnum

ENTITY ENCOUNTER FRIENDLIES

- Alyx Vance
- Doctor Isaac Kleiner (via video feed)
- Barney Calhoun
- Resistance Citizens

ENTITY ENCOUNTER HOSTILES

- Combine Advisor (via video feed)
- Combine Elite
- Manhack
- Combine APC
- Hopper
- Metro Police
- Combine
- Strider
- Dropship
- Poison Headcrab
- Combine Soldier
- Combine
- Escape Pod

* Indicates first exposure to entity

“GORDON, DEFEND THE CITIZENS! THESE ARE OUR PEOPLE!”

MAP 14

ТЕХНИКА (TECHNOLOGY) COURTYARD AND TRAIN SIDINGS

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Open the door leading to the hospital exit, and avoid the nasty bloodstain covering most of the floor. A corpse hangs over a wooden beam nailed to the door leading outside. Kleiner’s broadcast is halted by the sinister flickering picture of the Combine Advisor. Then the feed dies.



Break through the wooden beams and onto a cobblestone road where an upturned truck has spilled a number of crates. Break them and gather the items you need, then meet up with Barney and Alyx. “Looks like you’ve got things under control,” Alyx shouts.



“Looks can be deceiving,” Barney replies. Follow Barney down the grass embankment and into the warehouse on the left.

TIP

The crates the truck has scattered may contain more items than you currently need. However, it will soon be difficult to reach this truck, so use your Gravity Gun to grab any spare items and place them in Barney’s warehouse to pick up later.

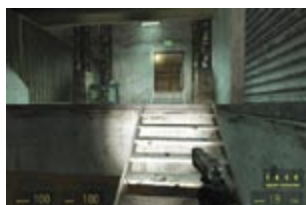
Step into the warehouse that Barney moved into, and you'll reach four resistance citizens, who join you as a squad. Refer to the "Half-Lifers" section of this guide for information on controlling your team. Note that the medic offers you health, so use this and don't refill at the Recharger yet.



Step out into the parking lot. Cross it between the wrecked vehicles, turn left, and move around an Infinite Ammo Crate (holding rockets), then make a right up into a small corrugated entrance to a train maintenance warehouse.



Move through the storage depot, stopping to check for ammunition in all the lockers and health under the table. Take only what you need. There's a Recharger too, but don't use it until later. Step out into the main warehouse itself, and drop down under the carriage.



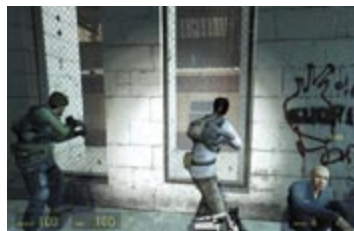
The route through the warehouse is straightforward; head under the carriage that's propped up on the steps, and maneuver under or around the second carriage, heading in a U-shaped route to an "Exit" sign. Alyx is eyeing a turret gun next to the exit.

Step into a second storage room, and begin to ransack it for items. Turn over every locker, ignoring the Recharger here until much later, and grab all the Health Packs, Suit Batteries, and Magnum shells you can. Head around the corner into the rendezvous point and snag the Magnum itself, on a pair of crates.



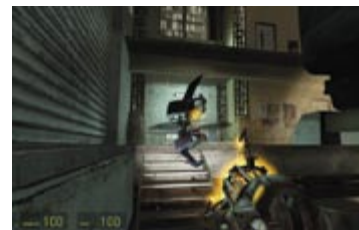
INVENTORY ADAPTATION .357 MAGNUM

The infamous .357 Magnum holds only six shots, has a lengthy reload time, and lacks a secondary fire, which may dissuade you from using this. Ignore these shortcomings; the weapon takes down any pedestrian enemy with a single shot, even at range!



Scanners arrive and are destroyed by citizens on the train carriages in the station itself.

Combine forces have spotted you! Time is of the essence, so run back to Barney's warehouse and secure another squad. Dash out of the storage room with your Gravity Gun prepped, and Alyx takes up residence at the gun turret. A few Manhacks have entered the train warehouse. Use the Gravity Gun to shatter them against a wall.



Keep your Gravity Gun handy as you reach the parking lot. Slam a waiting Manhack or two into the wall. Step out, but check the ground as a couple of Hoppers are primed and ready to explode in your face. Grab and punt them away, then run to rendezvous with Barney. There are two citizens to take.



NOTE

As long as at least one resistance citizen survives the gauntlet run from Barney to the train station, you won't fail this mission. If you manage to get all of the citizens across, pat yourself on the back; no one's doing it for you!

CITIZEN SECURITY DETAIL: SECOND WAVE



Bring out the big gun: the Rocket Launcher, which has infinite ammunition thanks to the crate to your left, and step out into the courtyard. Order your team to move directly to the warehouse entrance opposite. A Combine Dropship is a prelude to three Soldiers arriving. Launch a rocket at the upturned truck and blast it to oblivion, then tackle a foe rappelling down the middle building on the opposite side. You can also use a Crossbow (although the target moves and this is tricky), or the zoom function of your suit and an aimed Magnum slug.



Gather more rockets at the crate, and step into the storage room. Keep your team behind you in the storage room and face the enemy in the warehouse. Three Soldiers jump down from the upper windows. Plug them with well-aimed Magnum slugs from this distance, then point your team at Alyx's turret emplacement, and dash them all to the train station entrance. Return through the warehouse as before and watch for a couple of foes as you emerge next to Alyx. Don't waste the ammo because she deals with them.

As you emerge into the parking lot, stay at the doorway, and look left and upward. Two or three Scanners are carrying Hoppers and dropping them to trap you. Fire on the Scanners so they explode; they drop a Suit Battery if you defeat them.



ENTITY ENCOUNTER

SCANNER CIVIL PROTECTION TYPE II



This Scanner features a quick-firing machine gun and the usual blinding searchlight. They have multiple purposes: attacking citizens, carrying Hoppers, or simply searching for undesirables. Shoot these out of the sky, and check the debris for HEV Suit Batteries. All Scanners are currently used as Hopper droppers and aren't much of a threat.



out, you won't be sniped. Head to Barney, removing Hoppers from the route as you go.

A Combine Sniper has taken up residence on the top floor of the building behind you, so produce your RPG Launcher, and blast a rocket outward. Then step out, curve the rocket around, and aim it at the only open window you can see. If you fire, then step

CITIZEN SECURITY DETAIL: THIRD WAVE

Pick up a squad of four citizens, and order them to the opposite doorway immediately. Meanwhile, take out the RPG Launcher, and start firing rockets at the couple of Soldiers roaming the area. Dash into the storage room, but don't let your team into the train warehouse yet.



Bring out a rapid-fire gun or Magnum, and enter the train warehouse, where an Elite waits at the upper window. Use the gantry on your right to run up the side, and concentrate your team's firepower on this target, bringing it down. Move onto the upper walkway.



Command your team to tackle the two foes on the top of the second carriage. Your upper vantage point makes takedowns much easier, especially if your team concentrates its firepower on the two foes. With these enemies downed, run to the station.



With your third wave of citizens dropped off, return to Alyx and wait for her to drop two more Combine foes jumping down the opposite wall. The train carriage in the warehouse has fallen to the ground, meaning you must use the steps to

escape. Bring out the Shotgun or Magnum, and drop the two Soldiers on the upper walkway before they do some serious close-assault damage. They're armed with Shotguns, so be careful!



Bring out your favored Combine-killing firearm as you reach the parking lot, and take down a quartet of Soldiers attempting to waylay you. Stay on the exit steps until all of them are defeated, as the cover is excellent. Use Grenades or rockets if the Soldiers are proving troublesome. Then dash out and around the rocket crate, and plug any remaining Soldiers in the parking lot. Now take cover!

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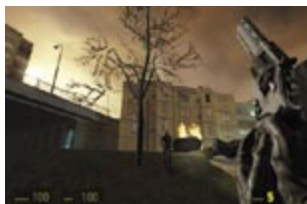
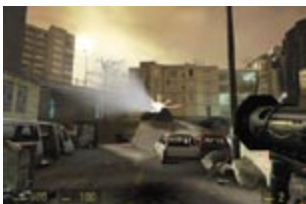
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A prowling Combine APC is currently sweeping the area for undesirables and is about to launch a rocket attack on you! When it parks, fire off a rocket (it doesn't have to be aimed; it can be straight up in the air), then home it in using the secondary fire so it strikes the APC. Stay near the rocket crate and storeroom for ammo and health. Pepper the APC with rockets (three, five, or seven) until it explodes. When the APC is a fiery inferno, check the embankment for one or two Soldiers to finish off, before retreating to Barney.

CITIZEN SECURITY DETAIL: FOURTH WAVE



Take another two citizens, and race across the parking lot as another Dropship drifts by overhead. There's no resistance outside, but when you reach the warehouse, the ground level doors ping to announce Soldier arrivals. Stand on

the right gantry and fire rockets into the attackers as the doors burst open.

Keep firing rockets until all the foes on the ground near the blasted doors are defeated, then work across the walkway, tackling Soldiers leaping in from the upper windows. Command your team to attack them, and afterward, drop your duo at the station.



The way back to Barney becomes more dangerous, but you have no teammates to worry about. Head up the stairs and blast three Soldiers (two of them are on the upper walkway), then drop down and dash to the storage room, pausing to re-equip and heal. It's getting nasty out there!



Stop at the exit steps, and blast a few Scanners carrying Hoppers, then step back for a moment. A civil protection unit consisting of a trio of Metro Cops is engaging your position. Bring out the Shotgun and blast them from cover, near the rocket crate. Then switch to the

Gravity Gun and suck any nearby Manhacks buzzing you, slamming them into walls. Run across to Barney's area, and tackle another Cop. You can use a Manhack as a chainsaw and cut him down, but you're better off using the Magnum.

ENTITY ENCOUNTER

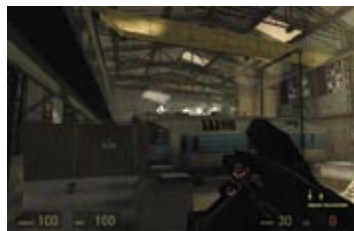
METRO POLICE

CIVIL PROTECTION



Metro Cops police City 17 with an iron fist (actually, an electric stun baton), and they aren't part of the Combine's special crack troops. They are usually armed with pistols and are easy to take down, especially with your large and varied arsenal.

CITIZEN SECURITY DETAIL: FIFTH AND FINAL WAVE



Barney's gathered the remaining two teammates for the final push, so dash across the parking lot before the Combine regroups (there should be little to no resistance), and head into the main train warehouse.

This is where you'll lose teammates if you're not careful. Look across to the far train carriage, and shoot a Pulse Rifle orb at the troops atop it.

TIP

Before you leave the parking lot one last time, be sure to restock on rockets; you'll need them!

Your team can be caught by an ambush along the upper walkway, so point them at the opposite wall and bring up the rear, or quickly react when a Soldier drops down behind your squad at the walkway. Let Barney maneuver the team to the station while you and Alyx wipe the remaining foes at the gun turret. Then head to meet Barney one last time.



“WE CAN’T LEAVE TILL THAT STRIDER’S TAKEN CARE OF...”

MAP 15

CITY 17 TRAIN STATION AND TEXHIKA (TECHNOLOGY) STORAGE

1_START
2_CLEAR POINT
3_OTHER ITEM/S*

*Usually Ammo or Health Pack

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Barney and Alyx are talking tactics: “Go on, Barney!” Alyx urges, “They’re not after you. Gordon and I will draw their attention while you get the others away from here. We can grab another train once you’re clear.” Barney reluctantly agrees.

Alyx hacks into the Combine door and it opens, leaving Barney to run to the end of the train and board it. He waves at you both with a faint smile. The citizens you rescued should be safe, but Combine forces are still active in this sector. It’s time to find another train to escape on!



Run along the narrow mesh fence with the platform on your right and container boxes to your left. Turn right, and move to the end of the sidings, to a roll-up garage door. Use the wheel to open the door, allowing Alyx to crawl through. You’re next, except something wicked this way comes!



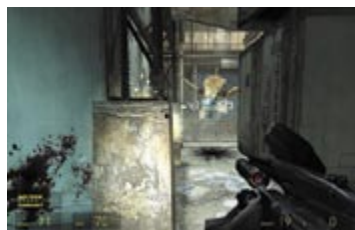
Alyx is safe, but you’re certainly not; you can’t open the garage door without being stuck by the gigantic Strider ahead of you. Quickly dash to the right and hide behind the metal wall. The Strider propels a gigantic energy blast that rocks the entire station!



It also provides you with an escape route. Look to the right, after the Strider blasts the area for a second time, and notice that a container door has been blown off. Sprint through this door, into the container, and out the other side. Work around a mesh wall, blasting two Soldiers on the other side.



When both Soldiers are defeated, move the pallet and enter the mesh opening, into a container dock. Turn right, and edge forward. There's a Recharger on the right wall, but the Strider is seeking you out, and you can't stand still for long.



Look left, through gaps in the containers, to watch it briefly.

NOTE

Previous combat with Striders has given you insight into their weaknesses: they can be harmed only by rockets! As you don't have enough to defeat the Strider, or the vantage point to fire on it, try to get to safety using the following route:



Throw a Grenade into this container to clear out any Headcrabs inside, and run on through. There are items to pick up here.

Head right, out of the container, and then make a left. Head to this open container, and run up to a ledge at the top.



Turn left, walking along the ledge by the brick wall, and watch that the Strider doesn't spot you. Lob a grenade inside the container, clearing out any Poison Headcrabs, then step inside, but watch for stragglers!

Be very careful as you emerge from the container on the other side, as the Strider has a prime opportunity to cut you down. Step back into cover until it passes. Don't try for a shot yet because the area is too precarious. Run across the red containers, then make a left.



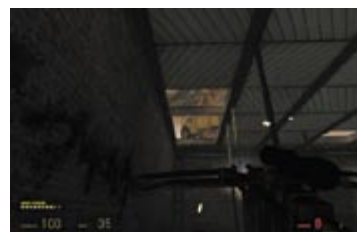
Turn left again; you're now directly above the first container you lobbed a grenade through. Leap across to the corner of the container with the Scanner debris and item on it, then run up the top of the container to the upper level.



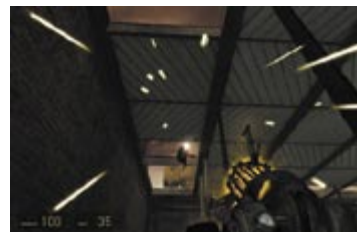
Turn around 180 degrees at the top. You're now in a very open area, from where you could launch a couple of rockets at the Strider. Step back into cover after each strike.

When the Strider isn't firing on your location, make a break for freedom.

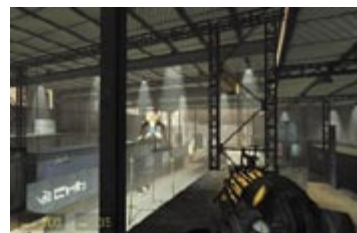
Run along the top of the containers, turn left, leap onto an upper gantry, and turn right. Stay where you are, next to a metal wall the Strider can't fire through. Watch for the explosive barrels to detonate, then attack a Soldier on the roof, through the gap.



Crawl forward while crouched, with your Gravity Gun in your hands, and pick up a cunningly placed Hopper. Lob it up through the ceiling, blasting any remaining Soldiers on the roof. Now inspect the item crates at the start of this gantry.



Crawl to the corner of the gantry, and check the roof as you go in case a final Soldier is waiting to ambush you with gunfire. Turn right, and duck down as the Strider fires off another volley. Remove another Hopper from the gantry and lob it away.





Edge to the end of the gantry, then stand and sprint forward, leaping the gap and dashing behind a container. Do not, whatever you do, stand behind this container and try to grab the item crates, as the Strider slams the container into the wall, and this can crush you to death!

Drop down from the roof of this low building to a train platform on the left, where Alyx crawled to. Head along this corridor as the Strider blasts barrels, defeating its own Soldier brethren. Watch for Hoppers and explosive barrels as you go.



Keep moving until you see a gap between train carriages on your left, and jump through. Turn left, and walk to the mesh fence ahead of you, then look right and up. There's a ladder here to climb, so ascend onto another rickety gantry.

Battle the Strider from the gantry and the more stable ledge at the opposite end of it. Rockets are scattered at the far end, and you can pick more rockets from an Infinite Ammo Crate. Crouch, using the metal sheets as cover, and fire off rockets. Continue until the Strider collapses.



Head down the ladder at the far end of the gantry, and meet up with Alyx, who's ecstatic about your combat skills. She's holding a train for you, so climb aboard (there's no need to open up any crates here), standing on the back of the carriage. Alyx joins you.



"A DARK ENERGY FLARE"



With Alyx aboard, the train pulls out of the station. As you head away from the buildings, a Combine Gunship stutters in the air, grinds uncontrollably, and crashes into a tunnel you're speeding out of.

The train accelerates to maximum speed.

As the City landscape of graffiti walls and urban decay peels away to reveal blighted trees and a pestilent countryside, a gigantic arc of lightning envelops the Citadel.

The core has breached the outer walls of the Citadel.

A number of organic-looking pod machines immediately blast away from the Citadel itself. A gigantic swirling black mass of cloud circulates around the Citadel's spire.



All matter is being rapidly sucked into a tremendous maelstrom as the Dark Energy Flare peaks.

Lightning continuously arcs and the entire panorama turns a brilliant blue. The core bursts. The countryside is torn apart.



Everything fades to white.

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TRAINING: GENERAL TACTICS



OBJECTIVE

The premise of *Half-Life 2: Deathmatch* is simple; to annihilate (whether through individual mettle or teamwork) all enemies within the confines of the match parameters and achieve victory through consecutive point accumulation. You receive a point for each enemy you, or your team, slays. Usually, a point is also deducted for each suicide or teammate death you inflict.

PREPARATION

THE SET-UP

Before your first *Deathmatch* game, set up your gaming rig for the challenges to come. The first step is to gain the knowledge contained in the Getting Started section for *Episode One* (earlier in this book). Play the single-player game until the controls are second nature to you. Be sure you're happy with your video and sound settings. Listen through headphones or with a good 5.1 surround-sound set-up. Many players prefer the low cost and immediacy of sound that headphones provide; many effects (such as footsteps) are much easier to pick out and pinpoint this way. However, a more expensive 5.1 surround-sound solution allows the same footsteps to be pinpointed in the game space (such as behind you, for example), an advantage stereo cannot provide.

KEYBOARD AND CONSOLE COMMANDS

Spend some time tweaking your keyboard controls, choosing a "[W][S][A][D]" or "[8][2][4][6]" key configuration. Then reassign any keys you want to have handy based on either set-up. Next, play with your mouse sensitivity, which measures the speed the device turns your targeting view. Although many initially favor the high sensitivity and extra speed this generates when you look and turn, consider turning the sensitivity down. The turn may be a fraction slower, but targeting is more precise, which is important when you're attempting to aim at a fleeing target. Then learn the console commands that are important during *Deathmatch* games. These are listed at the end of this book.

PLAYER PREPAREDNESS

The final act before beginning your first *Half-Life 2: Deathmatch* is to configure your player name (complete with optional clan or team tags and non-ASCII characters such as foreign lettering), your player tag, and your player model. The model is perhaps the most important, as it determines which melee weapon you begin with. Resistance (good) models have a Crowbar. Combine (evil) models have a Stunstick. When playing team deathmatches, you may switch player models. Some players also prefer a darker-clothed character (compared to, for example, the Combine Elite) to draw less attention, but prolonged combat has shown no real benefits from this.



NOTE

The spray tag can be selected from a default collection, or you can make your own by creating a 256 x 256-pixel image (with a transparency if needed), then save it as a TGA, and import it from the Options menu. Use spray tags when you're learning the layout of a level, to indicate information to a teammate, or to "tag" a victim to add further embarrassment.

GENERAL TACTICS

The following techniques are designed to quickly improve your strafing, dodging, and accuracy:

BASIC MOVEMENT



RUNNING BACKWARD IS A BASIC SINGLE-PLAYER TECHNIQUE THAT'S ALL THE MORE IMPORTANT IN THE ENCLOSED ENVIRONMENTS OF A DEATHMATCH.

The Getting Started chapter that prepared you for *Half-Life: Episode One* is also excellent basic reading for deathmatches. Learn the techniques such as the strafe, slide and attack, running backward, hide and peek, and circle-strafe. All of these are extremely important to perfect. Circle-strafe and running backward are of particular interest. You encounter enemies with erratic attack patterns, and knowing how to maneuver backward (to take cover behind or move around obstacles) while pinning down a foe becomes an excellent technique.

MOTION, THEN MAYHEM

Those beginning their first deathmatch are sometimes overwhelmed with the amount of maneuvering you have to do to remain nimble and fleeting. Until you have mastered the art of movement, ignore firing techniques. Instead, learn all the different methods of moving around each of the seven stages. Perfect your sprinting, jumping, judging gaps, reversing through stages without hitting walls, and advancing movements (see below) before you hone your firing skills.

CROUCHING



CROUCHING IS ONLY MODERATELY USEFUL, SO COMBINE IT WITH ADVANCED MANEUVERS.

Dropping to your haunches makes you a smaller target, and therefore a more difficult target to strike.

Quick crouching during fights at close quarters is reasonably useful, especially in cover, but your slower mobility, and the fact that your head is more prominently available to shoot at is a distinct problem. Add jumping to your crouching for an advanced maneuver that's much more useful. Otherwise, this move is for hiding and camping.

THE SIDESTEP



MAKE YOURSELF A MOVING TARGET, NOT A STATIC ONE.

When engaged in combat, make it hard for your enemy to re-target you. Take evasive maneuvers: leap left or right, dart between cover, zigzag across the combat arena,

and time your reloads so you aren't prone when you switch weapons or ammo. But if all else fails, the sidestep becomes an integral part of your repertoire. You must be able to accurately target a moving foe while you are also strafing.

TARGETING AND SHOOTING

Fundamental to aiming is hitting your target accurately and consecutively. The infamous technique known as "spraying and praying" isn't going to win you any matches, and neither is concentrating on scenery flying by, the pretty textures of walls, or other graphical flourishes. See below for help with using a gun to stay alive.

INSTANTANEOUS STRIKES



THE SMG PRIMARY FIRE: IT STRIKES INSTANTLY, SO DON'T LEAD IN YOUR AIMING.



THE GRAVITY GUN SECONDARY FIRE: LAUNCH SCENERY IN AN ARC; LEARN THE COMPLEX LEAD IN YOUR AIM.

Naturally, the type of ordnance you're using affects the long-range strikes you use, so learn (as early as possible) which weapons strike instantaneously, and which take longer to hit home. All bullet-based attacks (such as the primary strikes for the SMG, Overwatch Rifle, and Pistol) hit instantly. You must line up your target and fire when he's in your crosshairs.

THE HAND CANNON CANON



PINNING A FLEEING FOE WITH THIS POWERFUL WEAPON HELPS YOUR DEATHMATCH SKILLS IMMEASURABLY.

A great way to improve your aiming is to use only the .357 Magnum in the combat zone. Maneuver the target reticle

onto your enemy, ideally his or her head, and fire quick but precise shots. Lining up these types of takedowns requires the most skill and the fastest reflexes. Once you practice to a satisfactory state (that is, you're winning these confrontations more often than not) you'll find your skills have improved in all other areas.

HEADS UP



THERE'S NOTHING QUITE AS SATISFYING AS A SINGLE-SHOT TAKEDOWN INTO A FOE'S CRANIUM.

Inflicting three times the damage of a shot impacting elsewhere, the headshot lowers your ammunition

expenditure. Single-shot takedowns are almost always made with a successful decapitation, so further hone your aiming skills. Once you can accurately target a moving foe, target his head.

RAPID FIRE OPTIMIZATION



CAUGHT SHORT IN THE AMMUNITION DEPARTMENT AFTER OVERZEALOUS CLIP-EMPTYING? DON'T!

Ammunition is a prized possession, and running out of it at an inopportune moment results in a death

that could have been avoided. If you're using a weapon with a clip (such as the SMG), work out how much damage each shot inflicts using the statistics provided in the earlier "Weapons Detail" chapter. Take into account Armor, which lessens damage by around 80 percent, and learn how many shots you need to unleash to take an opponent down.

Leave the last few bullets in your clip, fire them off, and sidle into cover for the reload. This is better than reloading under fire. Time your shots so that you're firing in short, accurate bursts with time allotted for reloading. The purchase of a good mouse and pad is also recommended; most professionals use an optical mouse without a mouse ball, as mouse balls can stick during prolonged use.

CROSSHAIRS CONCENTRATION

When you're taking on a foe, line up the crosshairs on his head, and fire. Or (if your weapon fires ordnance in an arc) aim at *where* your foe is likely to be when your ordnance explodes. Optionally enhance your focus by playing your favorite music to ease you into a killing spree, but only if it adds to your concentration, and you can still hear enemies.

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TACTICS

HAVE YOUR OWN HOTKEYS

Commands that you use frequently—such as boosting, jumping, switching the Gravity Gun, or crouching—don't have to be bound to the default keys. It's better to figure out a layout that you're most comfortable with, so that you don't stretch to press keys, and so that more-complex commands become even quicker and easier. Set up your own hotkeys based on experimentation, but a good way to start is to use adjacent keys to your movement to bring up a favorite weapon (such as **[Q]** as the Rocket Launcher and **[E]** as the Magnum). This way, you aren't scrolling through icons to reach a weapon while a foe is peppering you with bullets.

CLING TO A CLAN

One of the best ways to quickly gain competence in the combat zone is to join a clan: a team of like-minded individuals who play deathmatches for fun and (possibly) profit. If you notice an adversary with a clan identity in his or her name, strike up a conversation and ask for guidance or, at the very least, to watch him or her play. With a number of mentors at your disposal, your game can improve dramatically as you learn shortcuts, tactics, and secrets.

FOLLOW THE LEADER



CHECK OUT THE TACTICS OF THE MOST ELITE ASSASSIN BY FOLLOWING HIM FROM YOUR ETHEREAL SPECTATOR POSITION.

During a deathmatch, once you are dispatched, instead of rejoining the

fray, gauge whether the top player in your match is skilled, then use the spectator mode and watch that adversary intently. His or her movements, tactics, and display of skill usually reveal the key tactics to surviving in that particular combat zone. Then employ these tactics once you rejoin.

MIX AND MATCH



COUNTER-STRIKE™, SOURCE™ OR DAY OF DEFEAT™: SOURCE™ ARE GREAT ALTERNATIVES TO HALF-LIFE 2: DEATHMATCH.

Because you've proved your worth in a different online first-person deathmatch

doesn't mean these skills are instantly transferable to the world of *Half-Life 2: Deathmatch*. However, learning the nuances between the different types of games available (Valve-built or otherwise) helps you figure out which strategies are universal. A good example is instant-hit bullets; some games have ordnance that takes time to strike you, and others have similar ordnance that hits instantly.

THE FOE BELOW

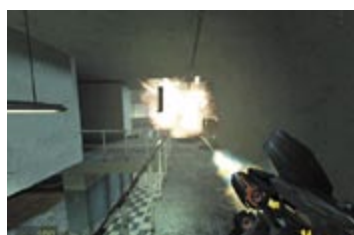


ATTACKING FROM ABOVE IS ALMOST ALWAYS PREFERABLE.

Looking down and engaging an opponent from a vantage point is an excellent tactic, as you can see your opponent's route, as well as

easily maneuvering around scenery and along pathways. Conversely, if you're looking up at a foe, you cannot see where you're going, and there are many more opportunities for an adversary at higher elevations to hide and peek. A foe below can't predict your moves as easily. It's also harder for your foe to strike you directly, unless he or she is exceptional with a Magnum or Crossbow and can hit you with a single blow, or uses grenades; retreat to cover should this occur.

ATTRACTING FOES



DIVERSIONARY TACTICS ARE KEY TO A MORE CUNNING TAKEDOWN.

On maps with a lower number of players and slightly less mayhem, a tried and trusted technique of using diversionary tactics

can lead your foes into a trap. Fire off a rocket or lob a grenade to let your enemies know you're in the area. They usually think you're in combat. When they come to investigate, dispatch them. This works only if you know exactly where your foe is going to arrive from, and you have the necessary ordnance to defeat him or her (SLAMs hidden behind cover, or a well-trained Magnum, for example). Alternately, listen for combat yourself, ideally watching two foes attacking each other—then waltz in when both are near death, and steal both kills. Both these techniques work only when you have exceptional knowledge of the stage.

ROUTE PLANNING

The final basic technique to employ is the supreme knowledge of every stage, and within each stage, the main arterial routes that everyone uses. Choke points (areas where foes congregate), weapon locations where the most important ordnance is found, and ambush areas (such as upper gantry areas you can aim or jump down from) are all zones to remember, as well as the quickest routes to each of them. Command these areas, and you're sure to win your match.



TRAINING: ADVANCED TACTICS



THE SPRINT-JUMP



Why use it? This technique, used to clear longer gaps during *Half-Life 2*, can quicken your pace around a level.

How do I perform this? Begin by jumping as you run everywhere, and you'll notice a slight speed increase. Now, instead of simply jumping, press the **[Shift]** button too; the boost quickens your pace even more. Don't hold down the Sprint button continuously though. Tap it before you jump for maximum speed, and so you don't run out of auxiliary power. After you can sprint-jump, connect sprint-jumps together, until you're moving like this continuously. Sidestep, dodge, and weave, jumping from point to point in a complex evasive maneuver that infuriates Snipers, and keep you safer, as well as going faster.

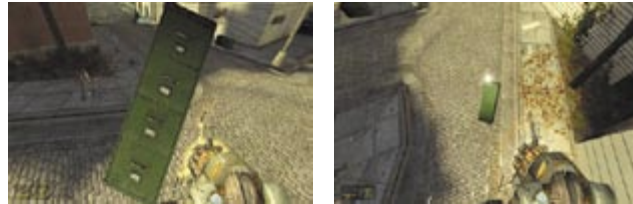
THE BUNNY HOP



Why use it? This technique, used to cover ground and dodge, is faster than the sprint-jump. Employ it to become nimble and hard to hit.

How do I perform this? Tap the Sprint button for a moment (don't hold it down), then press the Jump and Crouch buttons together. You leap forward, but crouched so you're less of a target. When you hit the ground from your jump (during which you shouldn't be sprinting, as this wastes your suit power), execute another tap of the Sprint button and jump and crouch. As the three buttons to press aren't near each other, prevent hand sprain and difficulty performing this technique by assigning keys so that you can use your left hand without it cramping. This technique could require days of practice to perform easily (and the gap between the Sprint and Jump + Crouch buttons must be as short as possible).

THE GRAVITY JUMP



Why use it? A maneuver designed to exploit the Gravity Gun and objects, it allows you to ascend to heights previously unobtainable, almost immediately.

How do I perform this? Stand atop a piece of scenic debris that can normally be punted, but is wide enough to stand on (such as a milk crate). Look at the object you're standing on, and switch between the Gravity Gun and your last weapon (such as the SMG), and hammer the Quick Switch button while rapidly tapping the Fire button. This punts you away from the object if you switch and fire fast enough.

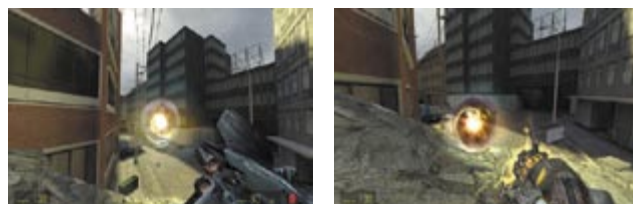
COOKING GRENADES AND ORBS



Why use it? This allows you to carry a Grenade or SLAM with your Gravity Gun, giving you the freedom to punt it farther, and at your leisure. It also resets the timer.

How do I perform this? Throw or roll the Grenade, and quickly switch to the Gravity Gun. As the Gun is selected, hold down secondary fire so the Grenade is caught by your weapon, and it hangs in midair. Punt it with primary fire when you wish to. An alternate method is to throw or roll a Grenade, then with your Gravity Gun, launch it without catching, using primary fire. This is more difficult, but punts your Grenade great distances and with extra speed. The same technique can be applied to Orbs. You can also use the Gravity Gun to catch enemy Grenades and Orbs, and punt them at your foes.

ORB SPEED INCREASE



Why use it? This allows you to fire an Orb at twice the rate it normally travels, causing no end of consternation among enemies as they fail to dodge it.

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How do I perform this? This technique is similar to “cooking” a Grenade or Orb: After launching an Orb using the Pulse Rifle’s secondary fire, switch to your Gravity Gun and punt the Orb using your primary fire. The Orb jettisons across the level at increased speed. This is another technique that requires a lot of practice.

NOTE

The Pulse Rifle secondary fire doesn’t track until it hits your first enemy. It locks on to any other enemies in the area until it explodes.

QUICK RELOAD

Why use it? This allows you to use up a chamber of ammunition, change weapons, then change back quickly with a full chamber of your previous weapon, without being prone during a reload animation.

How do I perform this? Although this tactic doesn’t work with the Pulse Rifle or SMG, for your Pistol, Magnum, Crossbow, or Shotgun, fire off all the ammunition (during a fight), and instead of reloading, switch to another weapon. Use this for around the time it takes to reload the first weapon, then switch back.

DEATHMATCH WEAPONS DETAIL

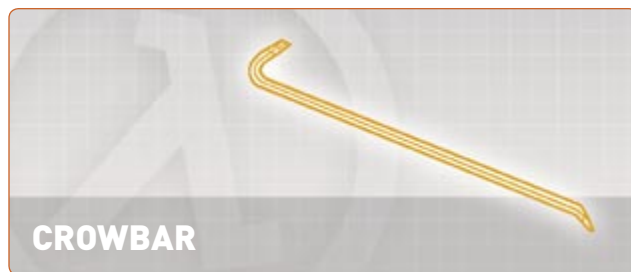


As well as relaying the information, damage values, and tactics present in the earlier “Weapons Detail” section, this section reveals additional combat zone practicalities for each piece of killing equipment, and its overall usefulness during matches.

A new value is presented for each weapon: the combat effectiveness. There are five ranks:

- ★★★★★ Very limited combat potential
- ★★★★★ Specific or unimpressive combat potential
- ★★★★★ Good in certain situations
- ★★★★★ Impressive in most situations
- ★★★★★ Devastating in one or more situations; a preferred weapon

IN-GAME WEAPONRY



CROWBAR

Combat effectiveness: ★★★★★

Damage inflicted: 25

Secondary fire: No

Range: Melee

- This is available only to resistance forces.
- Creep up on a foe and bludgeon him, then sprint and continue to strike.
- Switch to the Crowbar to deal a death blow, as long as you are healthy enough to receive damage.

- If attacks are striking, circle-strafe around your victim to prevent dodging.
- Employ this weapon if you run out of ammunition.
- Close in when attacking a foe with a Stun Stick; the Crowbar’s range is less impressive.
- Employ this only when all other ordnance is unavailable.
- Attack only when you are assured of victory, or wish to demoralize a foe.
- Do not produce this weapon and then charge at a foe or you’ll be cut down.



STUNSTICK

Combat effectiveness: ★★★★★

Damage inflicted: 40

Secondary fire: No

Range: Melee

- This is available only to Combine forces.
- It’s slower to strike than the Crowbar, so execute your attack earlier.
- Slower attack speed means you should strike from a few paces away, then sprint back, then step in and strike again.
- The Stun Stick is more damaging than the Crowbar.
- The Stun Stick has a slightly longer reach than the Crowbar.
- After a strike, you get knocked back; step back in to continue combat.
- The electrical discharge is audible, making this weapon less useful during silent attack attempts.
- If attacks are striking, circle-strafe around your victim to prevent dodging.



9MM PISTOL

Combat effectiveness: ★★☆☆★

Damage inflicted: 5–8

Ammunition (chamber/carried): 18/150

Ammo pick-up amount: 20 (small)/100 (large)

Secondary fire: No

Range: Medium to maximum distance

- The Pistol is highly accurate at distant and mid ranges.
- It's best suited for winging faraway targets, if no other relevant weapons are available.
- Use it to conserve ammunition for other weapons.
- Practice a zoom-and-fire attack strategy with this to conserve Magnum shots.
- You usually begin with plentiful ammunition.
- It's very accurate, and more impressive when aimed at an enemy's head.
- The faster you tap the Fire button, the quicker bullets are expended.
- Use the Pistol to perform mundane tasks, such as destroying SLAMs or lighting up barrels.



.357 MAGNUM

Combat effectiveness: ★★★★★

Damage inflicted: 40–75

Ammunition (chamber/carried): 6/12

Ammo pick-up amount: 6

Secondary fire: No

Range: Medium to maximum distance

- The Magnum is highly prized and useful, especially in the hands of a skilled player.
- It provides an instant one-hit kill if aimed at a foe's head.
- A drawback is the lack of available ammunition (both carried and on a level).
- The Magnum has a low rate of fire, meaning every shot must count.
- You usually become a target if you fail to strike a foe effectively.
- If the enemy is maneuvering erratically, aim for the torso for maximum hit chances.
- Practice so you can strike a moving foe with every shot.
- Practice additionally, so you can perfectly predict a foe's evasive maneuver, and strike with a Magnum blast.
- It's effective at close range as well, but devastating at long range.
- Employ the zoom feature of your suit to aid long-range sniping.
- Quick zooming (holding fire while zoomed, then letting go and instantly firing) is preferable.



SUBMACHINE GUN (SMG)

Combat effectiveness: ★★★★★

Damage inflicted: 4–5 per bullet (fires about 13 per sec.)

Ammunition (chamber/carried): 45/225

Ammo pick-up amount: 45 (small)/225 (large)

Secondary fire: Grenade

Damage inflicted: 100

Ammunition (chamber/carried): 1/3

Ammo pick-up amount: 1

Range: Close to medium range (both attacks)

- You usually begin a deathmatch holding this weapon.
- The bullets' low damage makes this weapon reasonably ineffective.
- You can rout an enemy with constant peppering.
- At longer ranges, the accuracy of the weapon drops off considerably.
- Employ this only as a last resort, as a "back-up" weapon at close-to-medium range.
- The secondary Grenade function is excellent: a powerful and damaging strike.
- Secondary Grenade can kill enemies with a single strike.
- Secondary Grenade causes minor area-of-effect damage to nearby victims.
- Launch the secondary Grenade and finish your foe with the primary fire.
- Alternately, use the Grenade then switch to a Shotgun or Pulse Rifle to complete the kill.
- The secondary Grenade is an instant explosion and may wound the user, so don't employ it at very close range.



12-GAUGE SHOTGUN

Combat effectiveness: ★★★★★

Damage inflicted: 56* (8 per pellet x 7 pellets per blast)

Ammunition (chamber/carried): 30/6

Ammo pick-up amount: 20

Secondary fire: Yes (double-barrel shot)

Damage inflicted: 84* (12 per pellet x 7 pellets per blast)

Range: Close

(* Varies depending on range)

- This is the optimal weapon for engaging foes at close quarters, providing you are accurate.
- The primary-fire functionality isn't powerful enough to down a foe. Use it to constantly pepper medium-range enemies.
- However, two primary-fire shots inflict a quarter more damage than one secondary-fire shot, which uses the same ammunition.

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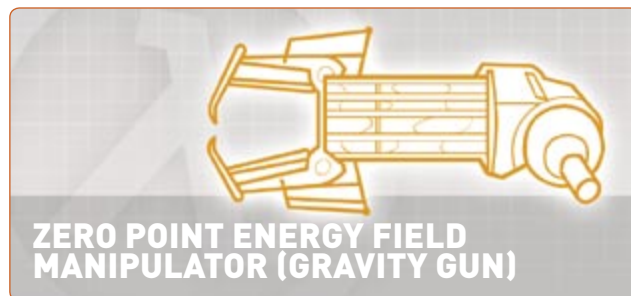
- The secondary-fire functionality is devastating, and when aimed at the head, this is the perfect executioner's weapon.
- The secondary fire's main drawback is a very long reload time.
- The secondary fire spreads fire wider and is therefore less accurate, and uses double the ammunition.
- A preferred tactic is to engage with one secondary fire, and finish with primary shots.
- Close the gap between you and an enemy quickly, then deploy this weapon.
- The spray of the bullets means you can employ complex maneuvers such as "the bunny hop" with this weapon. It is easy to wound foes, or even glance off them.
- This makes an excellent "alternating" weapon. Choose the Shotgun for close combat, and the Magnum for maximum range takedowns.



OVERWATCH STANDARD ISSUE PULSE RIFLE (OSIPR)

Combat effectiveness: ★★★★★
Damage inflicted: 8–9 per bullet (fires about 10 per sec.)
Ammunition (chamber/carried): 30/60
Ammo pick-up amount: 20
Secondary fire: Energy Orb
Damage inflicted: 100**
Ammunition: (chamber/carried): 1/3
Ammo pick-up amount: 1
Range: All ranges (depending on fire type)
 (** Instant death to each enemy hit by it, up to three hits)

- This powerful and versatile weapon can be employed from close-to-far ranges.
- Primary fire consists of excellently accurate and damaging bullets. Cut a foe down with them.
- Secondary fire is an Orb that is the most devastating attack available.
- Secondary fire kills a target regardless of armor or health level, and usually demoralizes a player.
- Fire the Orb in enclosed spaces, where ricochets can kill easily.
- Do not fire the Orb in open spaces, as enemies can dodge easily.
- When attempting to kill with an Orb, try ricocheting rather than direct aiming.
- Enemies may attempt to catch the Orb with a Gravity Gun, sending it back at you. Employ this tactic yourself; shoot an Orb, switch weapons, and carry it with your Gravity Gun.
- Using an Orb with a Gravity Gun is excellent if you are stalking a foe in cover who isn't immediately accessible.
- Eventually, the Orb will detonate if unused; power it back up by bouncing it off a wall. Or fire it using the Gravity Gun, switch weapons twice, back to the Gravity Gun, and suck the Orb back to power it back up.



ZERO POINT ENERGY FIELD MANIPULATOR (GRAVITY GUN)

Combat effectiveness: ★★★★★
Damage inflicted: Varies
Ammunition (chamber/carried): N/A
Ammo pick-up amount: N/A
Secondary fire: Yes
Range: All ranges

- The Gravity Gun's functionality varies wildly depending on the prevailing combat situation.
- Use scenery picked up (and/or punted) to defeat a foe.
- Slide scenery at foes, because sliding scenery is more difficult for foes to stop (catch a sliding piece of debris by crouching first). This works well when a door is closing, too, to slide scenery under the door.
- Use wider, flatter scenery as shields (but beware of impeding your vision).
- Clear a path by punting objects in your way.
- Catch enemy weapons, such as Orbs or Grenades, and fire them back at a foe.
- Catch your own weapons, such as Orbs and Grenades, to fire at your leisure.
- Catch enemy objects thrown using a Gravity Gun (hold down the secondary fire), and fire them back in retaliation.
- Catch nearby enemy objects immediately by holding down the secondary fire button.
- Destroy SLAMs by firing at them from outside their blast radius; you save on regular ammunition.
- Construct temporary barricades to hide from foes, hide explosives from foes, reach upper levels, choke up areas, or force an enemy to halt.
- Shoot the barricade parts to wound a foe or detonate a barrel.
- Construct these barricades anywhere, using them as sniper holes (for example), or as a place to reload in relative safety.
- Construct traps made from scenery that can collapse and kill a foe.
- Suck in ammunition or health items from an area you do not wish to travel to.
- When playing in team deathmatches, punt items your colleagues need at them.
- Pick up a weapon with a higher priority than the one your foes are using, punt it at them, and attack them as they automatically change weapons.
- Gravity Gun jumping is possible: Stand on an object, punt it, and jump simultaneously.
- Gravity Gun flying is possible: During a Gravity Gun jump, quick-switch to another weapon, back to the Gravity Gun, and strike the object again.



FRAGMENTATION GRENADE

Combat effectiveness: ★★★★★

Damage inflicted: 125 (depends on range and blast area)

Ammunition (chamber/carried): 2/5

Ammo pick-up amount: 1

Secondary fire: Yes

Range: Medium range or farther

- Grenades are thrown using the primary attack or rolled using secondary attack.
- After a small charge has burned, it explodes, with a large area of effect.
- Ricochet the Grenade off a wall; these are better used in close corridor environments.
- Punt Grenades back at the thrower using the Gravity Gun or Magnum.
- Roll a Grenade, then punt it; you can cover entire maps with the extra trajectory force.
- It's possible to "cook" a Grenade. Roll a Grenade, switch to the Gravity Gun immediately, suck your Grenade in (ideally before it strikes the ground), aim, and fire, taking into account trajectory.
- Cooking and throwing will fire the Grenade at a higher speed than usual, making it difficult to catch. Instead, just punt it away.
- Use cooking and throwing when a normal throw isn't going to reach a target, and you need the additional impetus.
- Reset the timer on your Grenade by catching it with the Gravity Gun.



SELECTABLE LIGHTWEIGHT ATTACK MUNITION (SLAM)

Combat effectiveness: ★★★★★

Damage inflicted: 100 (depending on distance from device)

Ammunition (chamber/carried): 1/5 (3 on pick-up)

Ammo pick-up amount: 5

Secondary fire: Manual detonation

Range: Close to medium

- This is the most proficient method of laying a trap in the *Deathmatch* environment.
- Two munition types are available. One is a charge that explodes when the user detonates it.
- The second type is a laser trip mine that explodes when the laser beam is disturbed.
- Recommended deployment is in high-traffic areas known as choke points.
- Be aware of time delay after you detonate the SLAM. Execute the attack a second before you predict that a foe will reach the device.

- Place the SLAM pack around corners or behind debris, or build a debris obstruction with a SLAM hidden in it.
- Place the SLAM trip mine in choke points, around corners where enemies have little time to react, or in areas leading to spawn areas of preferred weapons such as an RPG Launcher or Magnum.
- Place the SLAM trip mine on scenic or explosive debris for an additional surprise.
- Ambush a foe with a firearm just after the SLAM explodes, to finish him.
- SLAM cooking is possible. Throw it, suck it back with your Gravity Gun, and then punt it at foes, ideally in an enclosed space.



ROCKET-PROPELLED GRENADE LAUNCHER (RPG)

Combat effectiveness: ★★★★★

Damage inflicted: 200

Ammunition (chamber/carried): 1/3

Ammo pick-up amount: 1

Secondary fire: Laser target

Range: Medium to maximum (preferable)

- This excellent one-hit-kill device fires a homing rocket.
- This exceptional weapon is one of the main ways to emerge victorious.
- The only disadvantages are a slow reload and danger firing at close range.
- The rocket explodes with a wide area of effect, which can catch many enemies.
- Advantage 1: Learn a map location where you can climb to a vantage point.
- Advantage 2: Learn a map location where rocket ammunition respawns.
- Use the laser target to guide any of your rockets to an intended target.
- Target enemies armed with more effective armaments first because they are better at taking you down.
- Carry an "alternate" weapon, such as a Shotgun, primarily for close-combat use, and switch between the two when necessary.
- Your enemy can easily spot the laser. Point the laser where your foe cannot see it, and move it onto the target at the last second.
- Proficient players do not need a line of sight to shoot a foe. Use the laser to guide a rocket around a corner, at a foe. Also, if you're being chased, try firing it forward then spin around and guide the rocket in on your pursuer.

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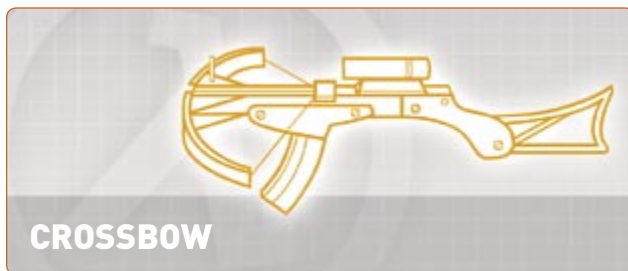
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CROSSBOW

Combat effectiveness: ★★★★★

Damage inflicted: 100

Ammunition (chamber/carried): 1/10 [4 on pick-up]

Ammo pick-up amount: 6

Secondary fire: Yes

Range: Close to medium (recommended), medium to maximum (optional)

- The Crossbow offers more attack tactics than in single-player. It can be used to strike at any distance.
- It has a very long reload time, so change to a different weapon if under duress.
- It's very powerful and can defeat an unarmored foe with one strike.
- The secondary fire is a zoom capability that is preferred over the suit's, but can be used only with the Crossbow.
- It's not an instant-hit weapon. The bolts travel through the air like rockets and other projectiles.
- Primarily designed for long range, the projectiles are too slow to use at range, as enemies move out of the way easily.

- To snipe, learn to predict your enemy's movements, and aim for the torso.
- Close combat is possible (and encouraged), in enclosed areas, using the bolt's ricocheting abilities. Fire at your foe's feet. The bolt usually strikes the ground and bounces back up into the victim.

IN-GAME INVENTORY

AMMUNITION

Ammunition is scattered around maps and appears identical to that picked up during your single-player adventure.

HEALTH AND BATTERIES

The two types of health are found scattered on the ground. They are similar to those picked up during your single-player adventure, and heal 25 Health points.

The Battery adds 15 points to your suit's armor protection ("Suit" on your HUD), and it's found where health is obtained.

RECHARGER

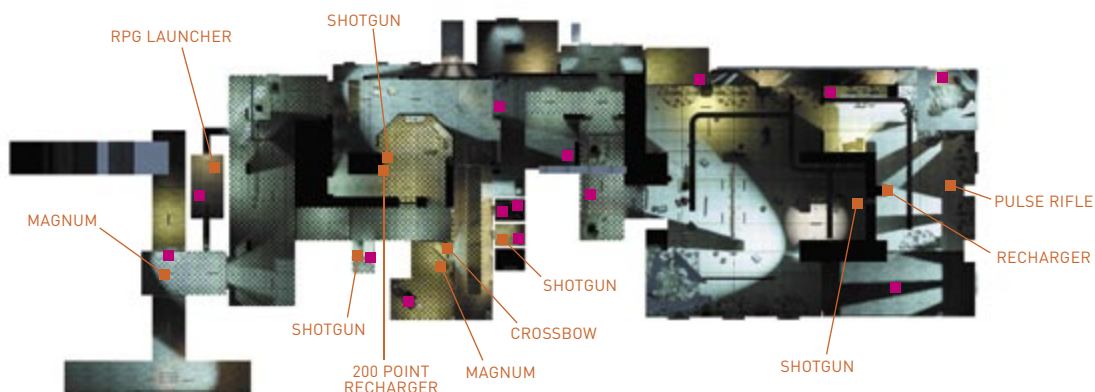
An Armor Recharger with a yellow glow adds 30 Health points. An Armor Recharger with a green glow adds 100 Health and 200 Armor points. These are rare and they take time to replenish your suit.

DEATHMATCH LEVELS



MAP 1

LOCKDOWN



MAP LEGEND

■ HEALTH AND/OR AMMO

THE FAN CHAMBERS

A sealed-off wing of the prison at Nova Prospekt is the setting for the first *Deathmatch* level, which takes place within the gulag walls. There are no outdoor areas to worry about, leading to a slower, more careful maneuvering that favors players donning dark outfits.



One of the key areas to secure is the fan room, which links to the cage chamber, the ventilation duct, and the fan plug with the Magnum inside the room. Expect the most combat to occur in this, and all adjacent areas, because the flow of the level places adversaries here.



Cross the ventilation duct into the fan room when you can, because it contains the only RPG Launcher available, as well as health and Grenades. But each time a player heads into the vent, the Combine prison announcer speaks a garbled phrase, giving you warning of an incoming foe. Set a trap.

Another trap to try is in the adjacent fan switch area. Bring out your Gravity Gun to remove and insert the plug; when connected, the gigantic fan becomes operational, and dismembers anyone unlucky enough to be nearby. As those seeking the RPG Launcher are likely to check this area, expect resistance at this point.



A tactic to halt an enemy from procuring the RPG Launcher (which doesn't increase your kills) is to hide away from the plug, listen for the announcer's voice speaking the garbled message (which tells you there's movement in the fan room), then run to the plug and insert it, mashing the foe attempting to grab the weapon.



THE SHOWER ROOM

In the shower area there's likely to be bloodshed in abundance because the far end contains a sought-after Pulse Rifle with two sets of Orb ammunition. The chamber is wide enough for a gun run to be a difficult proposition, so tool up with health and armor, or head here to secure this zone.



The race to the Orbs isn't the best use of your time. The lack of narrow interlocking corridors in the immediate area means enemies can easily dodge the ricochets. Instead, locate the toilet nook in the middle of the room. It's in darkness, so

it's easy to miss, but it holds a perfect close-assault weapon: the Shotgun.

Mainly, this zone is used by SMG wielders who want to unleash an explosion courtesy of barrel detonation. Using weapons with area-of-effect damage, such as the RPG Launcher and Grenades, is another good tactic. Point your ordnance at the place you expect an enemy to be and let rip. With the large number of players milling around, you're likely to hit something.



The shower area is the preferred zone to hang around in for *Deathmatch* professionals, because there's an excellent circular flow of traffic from the nearby spawning points, which arrives quickly, so you're never waiting to battle. Use the Gravity Gun to bounce barrels and other deadly debris around the room.



CONTROL CHAMBER

The only place to charge your suit up to 200 Armor is the control chamber, which is another preferred spot to hunker down. As the charger gives you an additional layer of skin for enemies to attack, you're able to inflict twice as much damage before dying. This area attracts many players.



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The charger is excellent if you can suck the juice from it. It's also slow to build up, but there's a Shotgun within Gravity Gun distance to grab and use as a defense if you're caught in midcharge. There's additional health and ammo to take while defending this area.



The biggest problems with the control chamber are its small size and scenic debris, although some windows are breakable, allowing escape (smash them so foes with Orbs have fewer ricochet opportunities). Use the Gravity Gun to place objects in a trap formation here, and listen for foes approaching, then lob Grenades or Orbs.

CAGE AND MAGNUM AREAS

The cage room is a choke point where massive confrontations can take place, and its positioning adjacent to the Magnum room means you can wait inside this chamber, ambush foes engaged in combat, and mop them up. If no campers are in the Magnum room, try Crowbar or Gravity Gun battles in the cage area.



As well as being a place to use the available weapon on foes in the cage room, the Magnum chamber is also a place to pick up SMG Grenades, which are excellent area-of-effect weapons to use if your Magnum aim is off. Beware of foes using Pulse Rifle Orbs, as this is another tight and deadly area for ricochets.



ADDITIONAL LOCALES

The interrogation chamber is a reasonable spot to set up camp, as it isn't a well-traveled area, and it provides a great vantage point if you're using your suit zoom and .357 Magnum to target foes. From here you can target the base of the control chamber, stairs, and an entire corridor.

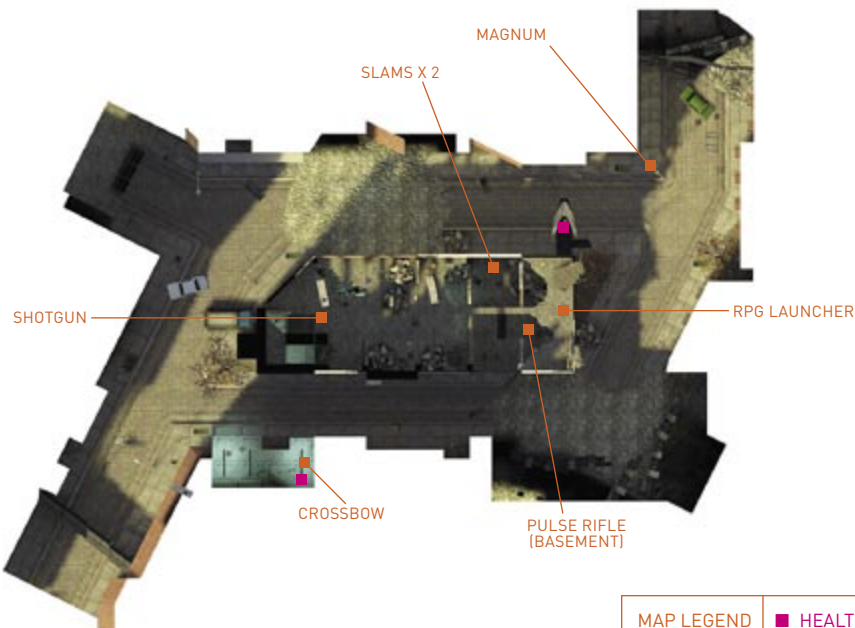


If your weapon of choice is the Crossbow, employ it from one end of the three corridors segmenting this map. These passages are also good spots to employ the Gravity Gun (to throw objects or catch Orbs). For those with Orbs, prowl the corridors, the tighter rooms, and the control chamber.



MAP 2

OVERWATCH



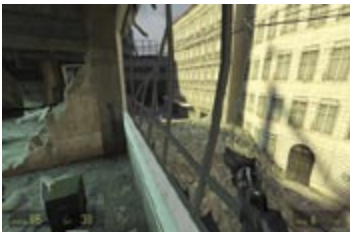


THE UPPER FLOOR

With minimal armor and health available, this level is about avoiding damage and gaining a tactical advantage that cannot be countered by a visit to a long recharger. Your most important task is to dash to this level's

top. With an RPG Launcher waiting for you, this is a prime spot from which to rain death.

The main weapon to use during your upper area blasting is the RPG Launcher, as the area is defensible. Also up on this zone is an additional rocket, plus armor, health, some scenery, and Frag Grenades. With limited access to this floor, you can command it, switching weapons when the rockets, Grenades, and scenery have been used.



The small holes in the walls are fantastic to snipe from (using the Magnum or Crossbow), and there's an excellent spot while you're waiting for ammunition to respawn that makes it difficult for anyone on the floor below to tag you. As

these holes are likely to have an enemy hiding behind them, expect sharpshooters to fire into these holes from the outside.

The RPG Launcher can cause devastating havoc from this area, as can precise lobbing and area-of-effect damage with the Frag Grenades. To reach this area without using the environment, skilled players boost using the Gravity Gun.



THE MIDDLE FLOOR

More of a route to reach the upper and lower choke points than a major battle zone, the middle area is used to combat foes with Orbs, Crowbars, Stun Sticks, or the Gravity Gun as the main weapons of choice. Claim the Shotgun in this area. It's useful to have if you encounter anyone en route to the top.



The exterior and interior environments are accessible in this area, making it a choke point to reaching the upper floor. If you have a foe at the RPG Launcher, stand in the middle zone and launch Grenades without being seen (or face a barrage that is likely to kill you).



If the upper floor has no foes, grab the SLAMs and place them on the corridor to waylay those heading upward behind you, with scenery to hide the lasers courtesy of the debris here, and your Gravity Gun. Create as many obstacles as possible for adversaries to reach your sniping point.



THE LOWER FLOOR

Expect a number of confrontations to occur in the lowest series of rooms and rubble. The place is enclosed and sometimes narrow, and it's

an excellent spot to lurk if you love striking foes with a Crowbar, live for bombarding enemies with Orbs, or enjoy scenic punting with the Gravity Gun.

If you enjoy crushing respawning foes, there are two points here. Arm up with scenery and slam it into them. You can also pick off people using the Crossbow, as the area is the only place to head to if you're determined to climb to the RPG prize at the top.



OUTSIDE GROUNDS

The street level is frightening to sprint down, due to the lack of cover, but excellent after you reach some cover. Hole up and attempt Magnum sniping, lobbing Grenades, or firing rockets if you aren't on the upper level. The only problem is a distinct lack of camping spots, so never stand still for long.

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Those with Gravity Gun prowess stand at an entrance to the lower floor, punting explosive barrels at you. Retaliate by peppering these barrels with SMG or Pistol fire. Avoid those with the RPG at the building's upper floor. Zigzag and dodge to avoid rocket strikes.



Tackling the "king of the hill" is a tricky proposition, but your best plan is to locate the corner of the map closest to the Combine tower, where a Magnum is available. Use the zoom trick with your HEV Suit to snipe at the enemy holding the upper zone. Take your time finding a location to strike from without being easily spotted.

THE CAKE SHOP

The cake shop contains the Crossbow, another valuable weapon when employed by a skilled player. Head to the basement if the upper zone is occupied. There's a Pulse Rifle with two secondary ammunition pieces next to it.



Enclosed areas such as the cake shop are excellent spots to stop, produce a Crossbow, and snipe foes as they head toward you. Be wary of retaliatory measures, such as Grenades (Frag or SMG) lobbed into the shop to impede your health. You're safer heading to a different area, so you don't get hemmed in.



FUN WITH A GRAVITY GUN

For those whose main joy comes from using the Physics Cannon in the combat zone, locate the more interesting pieces of scenery to use in a carnage-filled punting exercise. Top of

the list is the hotel sign; shoot it a couple of times with the SMG until it falls, then grab it.

The sign is wide and flat, making it excellent when used against foes, or as an impromptu shield. Also fun are the vehicles and Scanner wreckage lying around. There's nothing more humiliating than being knocked over by a Scanner chassis or crushed by a car. You cannot pick up cars; you can only punt them.

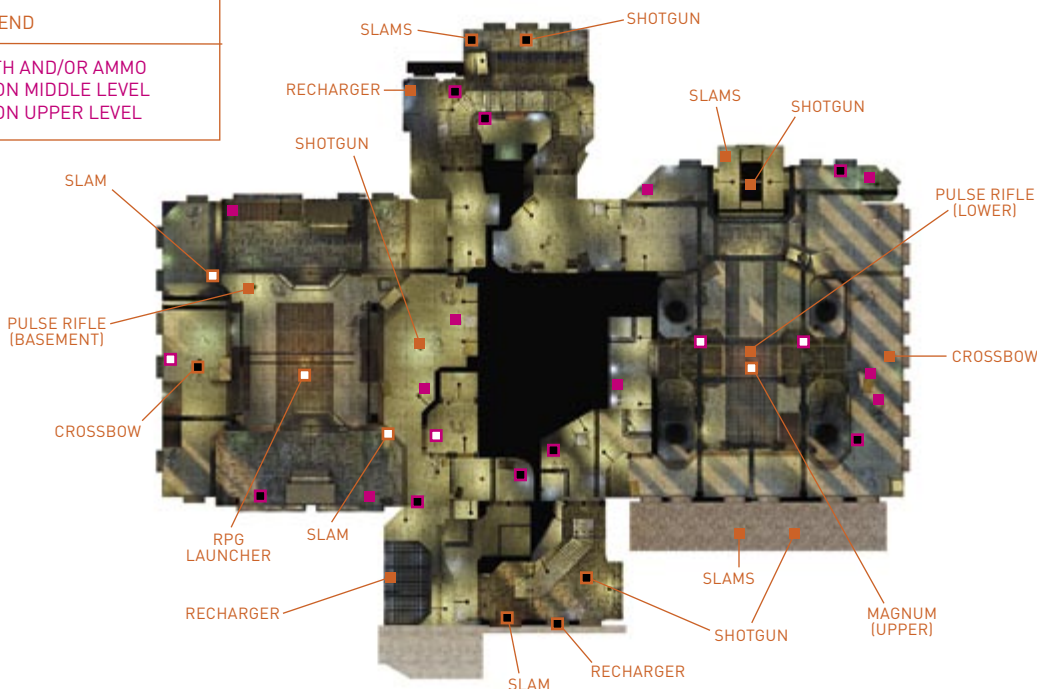


MAP 3

POWERHOUSE

MAP LEGEND

- HEALTH AND/OR AMMO
- ITEM ON MIDDLE LEVEL
- ITEM ON UPPER LEVEL



THE OPEN AREAS

This map is less complicated to maneuver through and learn than some of the other *Deathmatch* areas, as it is two large open areas connected by two sets of tunnels. Know which area you're heading toward: One open area houses an RPG Launcher in the rafters, and the other holds a Magnum.



Note the amount of scenic debris. Both the areas have a number of items you can use for both offensive lobbing and defensive plans, such as hiding SLAMs to complete an ambush, or being stacked to prevent an enemy's progress or for additional defense.



THE TUNNELS

The scattered detritus may be great for vicious Gravity Gun combat, but it also allows for other assault weapons at almost-melee ranges, such as the Shotgun. The tightly packed tunnels allow for massive Shotgun damage to be inflicted without the dispersal the weapon's shots suffer from at longer ranges.



SLAMming the tunnels rather than the open areas is an easy choice to make, as the corners provide ample opportunity to lay a laser mine. Back up and watch your work, or camp nearby to attack anyone preoccupied with destroying the device.

Be careful dealing with explosives in these environments, though; the area-of-effect damage at these choke points and the lack of space mean you could get caught in a blast. The tunnels of interconnecting passages are also problems if you're fleeing the area; run while punting scenery forward to set off traps ahead.



If explosives aren't your preferred method of slaying in the tunnel areas, use firearms and the corners as cover, stepping out to ambush after listening to a foe running in your direction. You can shoot through the grates in the side tunnels.

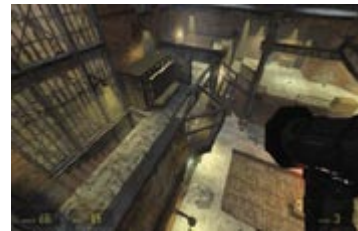
RETURN TO THE RPG AREA

The larger of the two main areas has three tiers with the uppermost one housing an RPG Launcher. As with many other *Deathmatch* maps, expect most foes to attempt to reach this ordnance as a matter of urgency. When you reach the RPG Launcher, you have a vicious weapon and a height advantage.



To attack this level when a foe stalks the upper area, procure the Magnum, and zoom aim at enemies as you attempt to force your way upward. The Crossbow is less useful unless your aim is impressive. Use the girders above you as cover, and launch Grenades or SMG Grenades to flush the RPG enemy out.

React to anyone attempting to take your top spot by using the floor as cover, and listening to the footsteps of your foes as well as watching them. If the RPG area becomes compromised, there's a quick escape option from the rafters. You can leap to either of the side rooms without taking any damage.



THE MIDDLE GROUND

Under the RPG Launcher is a difficult spot to lurk, as you have the threat of a foe above you raining rockets. As well as lobbing Grenades upstairs, you can opt for a more tricky plan of attack. There are two ways of entering this area, so use these places of cover to mount an attack from or coax a foe out.



When there are fewer foes in a match, flee the main area through one tunnel, and when your foe comes to investigate, ambush him on your terms, and in your preferred area. Either lie in wait for him to follow and blast as he reaches you, or double back around, out the other exit, and attack from behind.

The flow of the level is important for these kinds of tactics, as is the cunning necessary to clamp SLAMs in areas that are preferred ambush spots. On your way to claiming the RPG Launcher, stall a foe behind you by placing SLAMs at the ladders and the routes to the rafters. Attack when you hear a SLAM explode.

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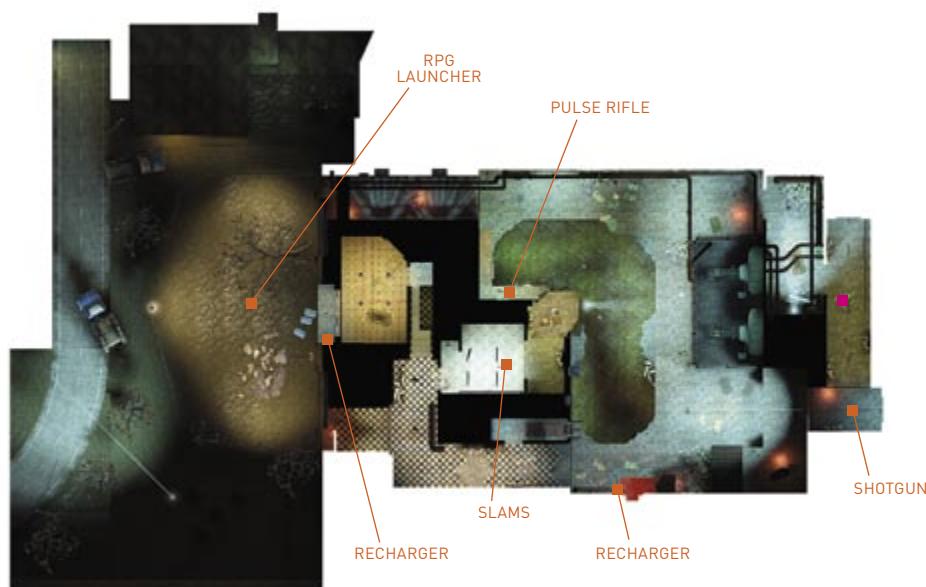
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MAP 4

RESISTANCE



MAP LEGEND

■ _HEALTH AND/OR AMMO

THE GREAT OUTDOORS

A compact map with fewer connecting paths than many *Deathmatch* environments, Resistance is still an excellent place to show off your prowess in the combat zone, primarily en route or after claiming the RPG Launcher, which is in the map's exterior—a large area of rough ground.



Otherwise, the exterior area is too vast to stand around in, unless you're taking up a defensive position behind the truck or using the shadowy perimeter and dark clothing to cloak yourself, bringing a sniping weapon of choice to those milling around the bloodstained ground entrance or the RPG Launcher.



Expect traffic at the RPG Launcher location, but also be aware of a passage to a ledge that overlooks the RPG Launcher. From this ledge you can use the Gravity Gun and suck up the RPG Launcher to your upper vantage point. Spend a few choice moments shooting anyone taking the regular route to claim it.

Of course, others are likely to be using this method of claiming the RPG Launcher, so mix up your route to claim the weapon, and be ready for others on this ledge. Employ Grenades against those sneaking up behind you, fire Orbs, or use the Gravity Gun when defending or attacking this position.



THE GREAT INDOORS

The open pit area containing the immovable couch is an excellent area to begin a Gravity Gun confrontation. It's a favorite spot for some. There's a plethora of scenic debris for you to pick up and aim at your foe's head. This is the spot to challenge someone to a Gravity Gun duel!



With a lack of sniping weaponry, you're forced into confrontations that use the Gravity Gun or explosive weapons. Alternating between the two, or picking up Grenades with your Gravity Gun and returning them to your foe allows you to command the small interior area and grassy zone.



Skulking around the small connecting passages is one of the few ways not to get pinned down, as there are easy routes to the exterior. After you get outside, put away explosives because they are inferior to precision-based weaponry—even the RPG Launcher, as it has a laser sight to aid you.



This upper structure is also ripe for a Grenade launch, as those setting up camp are likely to choose this spot. Lobbing in a Grenade works, but if a foe knows his Gravity Gun, he'll return the Grenade to you. Instead, use a SLAM, and detonate it after it reaches its intended target.



ENCLOSED COMBAT

The upper structure toward the map's middle overlooks much of the immediate area. This is the usual spot to use the Pulse Rifle, bombarding lower passages with the Orb attack while being safe in cover. Watch foes who are adept at catching and returning the Orbs with the Gravity Gun.



Without the Crossbow or Magnum, the SLAM becomes more of a weapon of necessity over choice. Checkerboard corridors, nasty tight turns, and darkened corners are dotted around this map, making them perfect spots to leave this explosive present. Position debris to cover the SLAM.



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MAP 5

RUN OFF



BOXCAR CARNAGE

Run Off is a larger-scale map with a lot of area in view, making sneak attacks less prominent. One of the best uses of your time is to locate the boxcar lying on the ground near the corner of the bunker base that houses the Pulse Rifle with some secondary ammunition.



As long as you're first, you can effectively dash into this area, spin around with your newfound ordnance, and use the Combine Orb attack on anyone who pursued you to this point. The dangerous nature of this weapon means many others will share this plan, so dash there early to avoid a choke point.



INCOMING!

The main tactical plan inside the base is to locate the console and activate it to call in an airstrike, bombarding the outer area with missiles strong enough to defeat anyone in the exterior zones. The fact that you can defeat multiple foes by a simple console command means that most of your foes will rush to this area too.



Be sure you're the only survivor inside the base after a missile strike by heading there first. Block the entrances, lay SLAMs around corners where enemies will charge in from, and booby-trap the main thoroughfares before you make the airstrike call.



When the siren sounds, prepare for combat using a variety of weapons, all of which are excellent to defend with. Aside from the SLAMs, launch Grenades (either via the SMG or throw Frag Grenades), or attack with a melee weapon. The enclosed space makes the Shotgun an excellent armament.



You can employ the RPG Launcher to lay waste to the foes dashing in from the outside. Punting the base's scenic debris with the Gravity Gun is also a must. It's also a good technique if you're trying to fight into a base. Bring

out the Pulse Rifle and fire off some Orbs, as they're dangerous to those inside the base.

The location to defend the base from is up to you, but the facility is easy to defend because the rooms to the side have enough ammunition to set you up for a prolonged battle. Make circuit runs to these areas and restock while checking for intruders. Use this plan whether or not an airstrike is imminent.



As the blast doors begin to close, before the strike occurs, those inside the base should switch to the Gravity Gun to inflict an amusing death. As outside enemies must crouch to enter the base, use thin scenic debris and punt it through the gap in the door and into your enemies' squishy bodies.



ON THE OUTSIDE

Pack up your Gravity Gun and Shotgun when prowling the exterior locales, as the distances you're traveling make close combat less of a necessity. Prepare for combat at midrange, stretching to extreme range. This is the place to use the Magnum!



Secure the Magnum as a matter of urgency if you're near the metal trash bin it's resting on. It's near the Crossbow, which is also atop a trash bin, but the Magnum's instant hit makes it the preferable weapon. When the Magnum is yours,

use the zoom-fire trick; it yields exceptional results!

You can launch Grenades by hand or Gravity Gun, but the wide expanse of dirt and grass make them difficult to land effectively. If you're outside with minimal ammunition, switch to Grenades and concentrate on the Magnum, Crossbow, and Pulse Rifle locations where you know an enemy will go.



The catwalk holds the RPG Launcher, which is an exceptional weapon, but the location allows enemies surrounding the item to prep an incoming shot, and this is where snipers train their Magnums. After you gain the spatial awareness of where each weapon is, see who's heading to them, and intercept.



Dashing to the RPG Launcher and using it doesn't make you as much of a threat as in other *Deathmatch* locales. The larger outdoors makes the area-of-effect damage less of a sure-fire killing technique, and it's difficult to repel a number of enemies all closing in on the RPG Launcher location.



The only place to replenish your ammunition is in the RPG Launcher's location, meaning those wishing to use it are hemmed into this portion of the map. Use this knowledge to your advantage by guarding the area if you can, or ignoring this ordnance in favor of the Magnum.



When the airstrike is called and you're outside the base, listen for the sirens, but don't sprint to the base. Linger awhile, arming yourself with the Crossbow, RPG Launcher, or Magnum, and continue the culling, lurking near the base entrances where enemies are attempting to enter. Pick them off as they try.



Enter the base at the last possible moment, counting down the time it takes for the doors to close so you can gauge how much time you'll need to reach the area. If you are caught in an airstrike, wait until after the missiles arrive so you aren't slain a second time, then rejoin the battle.



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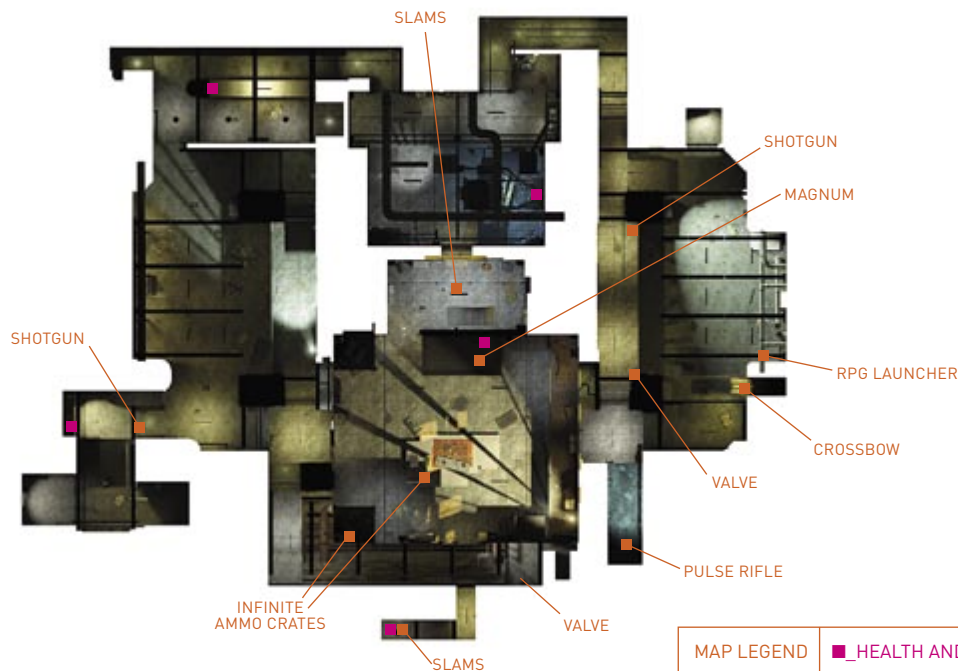
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MAP 6

STEAMLAB



SETTING A TRAP

One of your first errands when maneuvering around this labyrinth is to locate the RPG Launcher. It's hiding in one of the trap rooms, which takes time to find. From the valve that activates the trap, you can see the Launcher on a ledge that's barely visible from ground level.



There's more than an RPG Launcher when valves are concerned. After you understand where the two traps are, and how they activate, they allow you to kill any unsuspecting victim in an explosion. Turn the two red valves, and the trap is sprung. Wait or listen for foes to time the trap release perfectly.





Steam emits from pipes to waylay your enemy, and whenever a foe is foolish enough to stand next to the pipes, twist the valve. Where the fire from the pipes must be lit manually, pepper the pipes with small-arms fire after turning on the valve.

Remove yourself from the area near the pipes, and don't expect a kill when your foes succumb to the trap.

THE LABORATORY

Another type of trap to consider involves the teleporter in the laboratory room, which warps you to a chamber with easy access to the Shotgun and some Pulse Rifle Orb ammunition. However, cunning tacticians are likely to be waiting to rip into anyone exiting the teleport, so be wary.



The Pulse Rifle's location isn't obvious either. It is in the Combine tunnel that has broken through the laboratory wall. As with most of this map, this is another prime opportunity to lay a trap or two, but you need to grab this weapon before heading through the teleport.



GETTING SLAMMED

Learn the layout of this map by studying the overview topography presented here to spot numerous places where a SLAM can be attached, then detonated. The large southern room

is a key place to position these devices, around the corners of the entrances inside or outside the chamber.

Learn where the Magnum and the SLAM chamber are, and prep SLAMs at these locations, ideally at the entrance or around a corner, or anywhere where it's difficult to spot this device. Cover the SLAM with debris to shroud it, and if you're looking for SLAMs, slow down and be suspicious of out-of-place debris.

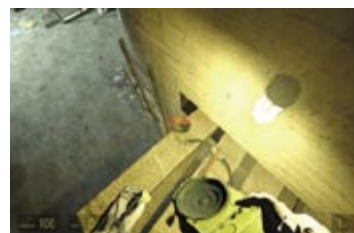


The SLAM room is the place to restock with this armament, so it's also a great place to lay these mobile mines. Place them at the entrance or the steps. Switch to other weapons and dash in, wait for a foe to follow, then detonate the SLAM to cunningly lure a foe to a nasty death.



Don't limit your SLAM usage to the area where you pick them up. Any intersection will do, especially tunnel exits or choke points that have multiple foes dashing through all the time. For extra venom, trap the teleport exit too!

Height also plays a role if you're using these mobile bombs. Manually place a SLAM on a lower level near a ladder, climb up and wait for a foe to saunter in, then detonate. There are dozens of deadly areas to trap a foe, who has to balance being slow enough to avoid a SLAM, versus being too slow, and thus an easy target.



OTHER OPTIONS

Connecting inside passages mean that this map is designed for using SLAMs, but in a pinch, any other close assault weapon will do. Don't think that employing SLAMs is the preferred way to play this level. The

Magnum is another exceptional weapon, useful at close range.

The Magnum is also excellent at long ranges, such as on upper or lower areas or at the far ends of corridors, where campers can set up and plug away at foes entering an area that's difficult to dodge around. Also ricochet Orbs if you find them. For weapons with a long range, Steam Lab is problematic.



Foes with Shotguns, SMG Grenades, and to a lesser extent, RPG Launchers and Crossbows, are all to be feared. The close-assault nature and bountiful ammunition makes the Shotgun a great firearm to use in a pinch, so either be first to pull the trigger, or be sure you're closest and use secondary fire.





You can batter your foes with melee weapons. This isn't as ridiculous as it sounds because the interlocking chambers are small enough for you to close the gap with a foe, especially one fiddling with a SLAM who can't react quickly enough.

For projectile weapons, the Gravity Gun isn't a mainstay, but it's useful when firing the heavier scenic pieces, such as the breeze



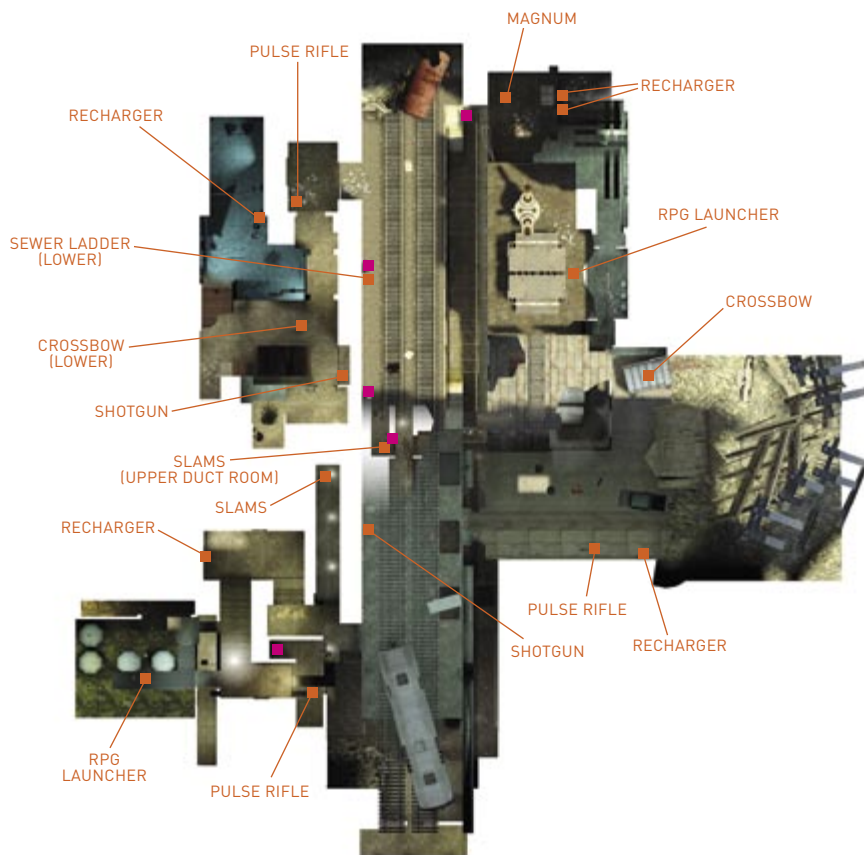
blocks, at foes. Other, lighter items are less damaging and should be avoided. Employ the Gravity Gun with Frag Grenades too. Your enemies are lightly armored, and this can wound them.

Scouting the upper vantage points in the main chamber is a ploy for skilled Magnum users. Take cover behind the crates instead of destroying them. Those skilled at zoom firing with this weapon can create havoc and hole up here for a while, amassing kills.



MAP 7

UNDERPASS



MAP LEGEND

■ _HEALTH AND/OR AMMO

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THE CACHE STASH

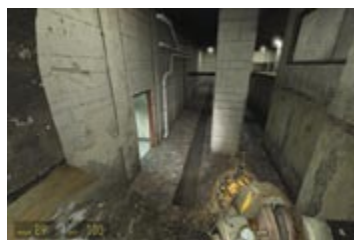
With large-scale exterior areas intersected at a train-track T-junction with small interior corridors at each end of the tracks, Underpass features a great deal of elevation, tactics to employ both outdoors and in, and a number of cunningly positioned, "secret" weapon caches to find.



Both of these caches hold Pulse Rifle Orbs, and both are in recessed areas. The first of these is near a door that is blocked by wooden beams and other debris. Crouch and employ the Gravity Gun to remove the objects so you can reach the alcove.



The second cache is next to a ladder connecting the ground level to the subterranean zone, and appears to be a small, natural alcove. Stack a couple of pieces of debris here to jump on before entering. These alcoves are also great places to stay and fire from, although there's no room to escape.



VENTING AND SNIPING

The map has a number of vents where a cunning sniper can bring out a Magnum and take potshots at adversaries while remaining hidden and in cover. Be sure you can use a Flashlight (and that the server allows it), because otherwise, the vents are pitch black, and you must rely on memory or gunfire flashes.



GOING UNDERGROUND

Interior combat doesn't get more entertaining than battling a foe in the chamber with the radioactive slime. This waste is more deadly than the materials you drove your boat over during the single-player game, and after you fall in, your death is imminent. If you can knock a foe in here, or back him into this zone, the kill is satisfying!



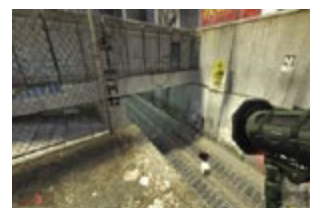
You don't need to stack objects to reach Pulse Rifle ammunition hidden in alcoves. There's a small underwater area in the flooded tunnels where the water is deep enough to crouch under. This is another location to find Pulse Rifle Orbs and the interior sections are the best places to use this armament.

Interior battles in this level are more likely to be close-combat affairs, so employ the Shotgun (or make a single shot from your Crossbow count). For another option, pick up SLAMs from the room with the camera and low lights.

The Gravity Gun isn't used nearly as much, especially outside where long-range ordnance is the order of the day. And indoors, there's a distinct lack of debris with which to inflict damage. A better bet is to head into the corridors, laying SLAM traps, and retreating so a foe is already damaged when he reaches you.



RAISING THE ROOF



Head outdoors and upward. Control the Magnum placement and the RPG Launcher area. Both are on the roof in the outdoor zone. Check the map for the location.

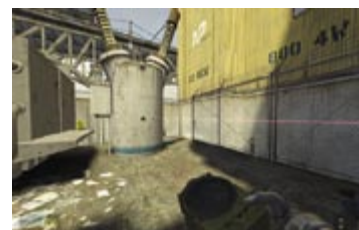
These two weapons are the most damaging to use outdoors, due to their range and ability to strike targets accurately. And the rooftop vantage point makes these items more useful. Retreat from the rooftop edge if you're under fire, and watch (and slay) those heading up to intercept you.



Those lucky enough to reach and control this area also benefit from being able to recharge their health and suit, and this is when you are most susceptible to an attack, ideally a quick charge or a sneaking maneuver, followed by a bombardment.

For this reason, recharge in quick bursts.

After you secure the roof with these two valuable commodities, you need to survive as long as possible. Place a SLAM at the points where you suspect enemy incursions, such as the top of the ladder leading to the rooftop RPG Launcher or Magnum.



A reasonable spot to camp from is the gantry in this area. Most enemies won't think to look here when they're heading up to the weapons. The main choke point is the RPG Launcher spawn point. Mix up your attacks and leave SLAMs to be manually detonated instead of using rockets.



Prior to someone grabbing the RPG Launcher, expect the weaponry used outside to be a mixture of Crossbows, Pulse Rifles, and the SMG. Your Crossbow aiming should be spectacular, and if you're heading to the refuse container to take this weapon, clear the debris away with a Grenade or SLAM first.

